



NEW!

TOTAL GAMES GUIDE TO...

GAME BOY ADVANCE

NEWS > REVIEWS > PREVIEWS > TIPS & CHEATS > COMPETITIONS & MORE

ADVANCE

To The Next Level

EVERYTHING YOU NEED TO KNOW ABOUT GAME BOY ADVANCE!

OVER 100 GAME BOY ADVANCE GAMES INSIDE!

REVIEWED

MARIO ADVANCE
READY 2 RUMBLE
F-ZERO
CASTLEVANIA
RAYMAN ADVANCE
KONAMI KRAZY RACERS

100% UNOFFICIAL!

PLUS! HINTS & TIPS FOR F-ZERO, MARIO ADVANCE, RAYMAN ADVANCE, KURU KURU KURURIN, CASTLEVANIA & KONAMI KRAZY RACERS!

TOTAL GAMES.net

£2.99 "excite, enthuse and inform"

9 781873 650875

PARAGON PUBLISHING

advance to the next level



SUPER MARIO ADVANCE
SUPER MARIO BROS.2 & MARIO BROS.



KURU KURU
KURURIN



F-ZERO
MAXIMUM VELOCITY



ARMY MEN
ADVANCE

Titles and price subject to availability for a limited period, while stocks last at participating stores. Offer Excludes R.O.I.

buy online at
www.hmv.co.uk

HMV

GAME BOY ADVANCE™



HMV EXCLUSIVE

ORDER YOUR GAMEBOY ADVANCE AT HMV AND RECEIVE MONEY OFF VOUCHERS WORTH £40 OFF GAMES AND ACCESSORIES.*

RELEASED 22ND JUNE

*Terms & Conditions: 1.Voucher Booklet will only be issued on full payment of the console. 2.A deposit of £10 will be required. Please ask staff for full ordering procedure. 3.Vouchers are redeemable against selected games and accessories. 4.Vouchers valid from 22/06/01 until 28/09/01. 5.Offer subject to availability at participating stores for a limited period only.

topdogforgames

buy now from over 100 stores nationwide or ☎ 0870 5 33 45 78



Paragon Publishing Ltd,
Paragon House, St Peter's Road,
Bournemouth, Dorset BH1 2JS
Tel: 01202 299900
Fax: 01202 299955

CUSTOMER SERVICES

If you have a problem with any aspect of this magazine – from competition entries to damaged copies or missing covermounts, please contact our Customer Services Manager, Karen Wyatt on 01202 200255, or email karenw@paragon.co.uk

EDITORIAL

Managing Editor

Nick Roberts

nickr@paragon.co.uk

TotalGames.net Editor

Saul Trewern

saul@paragon.co.uk

Group Art Editor

Nick Trent

Senior Sub Editor

Karen Hollocks

Sub Editors

Angela Young

Alex Jones

Stuart Messham

Contributors

Alex Jones, Jem Roberts, Roy Kimber,
Mark Hattersley, Simon Cann, Simon
Phillips, Martin Mathers, Chandra Nair

ADVERTISING

Advertising Manager

Felicity Mead

felicity@paragon.co.uk

01202 200224

Deputy Advertising Manager

Leylah Honeyborne

leylahh@paragon.co.uk

01202 200223

Classified Advertising

Marcus Reeves

marcus@paragon.co.uk

01202 209366

Copy Controllers: Jo Dieppe, Lorraine
Troughton

Product & Distribution

Production Manager: Dave Osborne

Bureau Manager: Chris Rees

Scanning/prepress: Liam O'Hara

Circulation Manager: Tim Harris

Tel: +44 (0) 1202 200200

Fax: +44 (0) 1202 200217

International licensing

TOTAL GAMES GUIDE TO GAME BOY ADVANCE is
available for licensing overseas. For
more details, please contact:

International Manager: Cathy Blackman

Tel: +44 (0) 1202 200205

Fax: +44 (0) 1202 200235

Email: cathb@paragon.co.uk

Directors

Editorial Director: Damian Butt

Production Director: Jane Hawkins

Circulation & Marketing

Director: Kevin Petley

Advertising Director: Peter Cleall

Art Director: Mark Kendrick

Finance Director: Stephen Boyd

Managing Director: Mark Simpson

• Printed by Garnett Dickinson,
Eastwood Works, Fitzwilliam Road,
Rotherham, S65 1JU

• Distributed by Seymour Ltd, 1st Floor,
86 Newman Street, London, W1P 3LD
Tel: 020 7396 8000

TOTAL GAMES GUIDE TO GAME BOY ADVANCE is fully
independent and is in no way an official
Nintendo licensed publication. The views
expressed within are not necessarily the
opinions of Nintendo, its software partners or
third party software publishers. All copyrights
and trademarks are recognised. No part of this
magazine may be reproduced without the written
permission of the publisher.

© 2001 Paragon Publishing Ltd
ISBN: 1-873650-87-6

GAME BOY ADVANCE

Read all about this great new
wonder console. How does it
compare to the Game Boy
Color? Just how big is that
screen? What happens when
you link it up to other GBAs?
All these answers and
more are over on page six!

ADVA To The Next



REVIEWED



Super Mario Advance

Mario and his chums are
back in action!



F-Zero: Maximum Velocity

Super-charged racing on
futuristic tracks – a blast!



Castlevania

The Konami classic comes
bang up to date.

WHAT'S INSIDE?



WIN! WIN! WIN!

10 Game Boy Advances and 10 games courtesy of **WOOLWORTHS**. Get yourself over to page 11 now to see if you can win yourself one of the superb Game Boy Advances!

RELEASE SCHEDULE

The complete run down of all the games planned for Game Boy Advance can be found over on page eight - there's some real fun in store! **PAGE 8**

NCE Level



FULL GAME LISTING

REVIEWS

Super Mario Advance	12
F-Zero: Maximum Velocity	16
Tweety And The Magic Gems	18
GT Challenge	19
Castlevania	20
Konami Krazy Racers	22
Kuru Kuru Kururin	24
GT Advance Championship Racing	25
Pinobee: Quest For The Heart	26
Ready 2 Rumble Boxing: Round 2	28
Rayman Advance	30

PREVIEWS

Mr Driller 2	34
Earthworm Jim	36
Iridion 3D	37
Tony Hawk's Pro Skater 2	38
Pitfall: The Mayan Adventure	40
Army Men Advance	41
Broken Sword	42
Chu Chu Rocket!	42

TIPS & CHEATS

Super Mario Advance	44
F-Zero: Maximum Velocity	45
Kuru Kuru Kururin	46
Rayman Advance	47
Castlevania	48
Konami Krazy Racers	49

TIPS!

FOR THE BEST LAUNCH GAMES! Over on page 44 you'll find the start of our expert playing tips guides to the best Game Boy Advance launch titles.



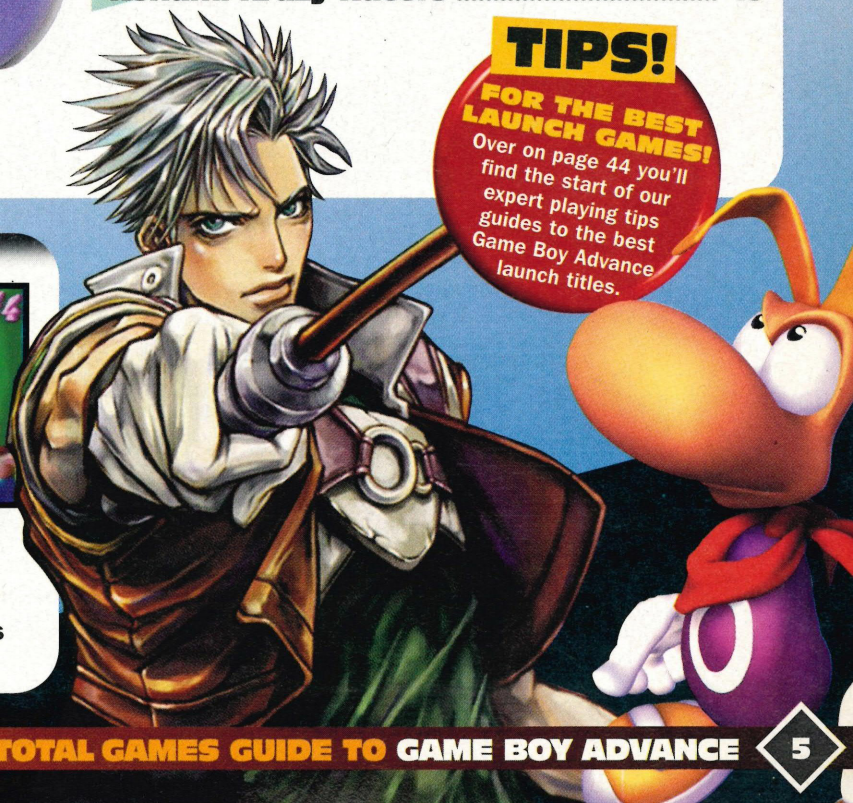
Konami Krazy Racers

All the great Konami characters in karts - nice!



Rayman Advance

The limbless loon lumbers onto the GBA.



Advance

The Game Boy is about to take the **leap to the next level** – Game Boy Advance. It has more colours, a **wider screen** and high quality sound – it's a handheld **videogame heaven**.

Look!
It has new L
and R
buttons for
extra
control!

Look!
It'll play all
your old
games!

Look!
Same
batteries,
more time!

GAME BOY®

Nintendo®

GAME BOY ADVANCE

Once To The Next Level

More
even!

Look!
It's widescreen!



Look!
32-bit - The same as PlayStation!

It's an exciting time for fans of handheld gaming. The world's favourite portable videogame console is about to evolve into a new, funky looking widescreen incarnation! This is the Game Boy Advance... Nintendo's hope for capturing the future of handheld gaming.

Set for launch in the UK on 22 June for only £89.99, the Game Boy Advance has already won the first battle in the videogame war - it has wooed game developers the world over into writing games for it. All the top companies are signed up, and many already have games ready for release. Of course, all the Nintendo favourites will get the Advance treatment - Mario, Wario, Kirby and F-Zero but there are some rarer names in the list too. Namco is making a Tekken game would you believe? Then there's the shock news that Sega are going to release Sonic and Chu Chu Rocket! for the console. We can all shed a tear for the Sega Game Gear and play the excellent Sonic games on our all-new Game Boys instead!

The Rumour Mill

Since we first learned that Nintendo would be launching a successor to the Game Boy Color, there have been various rumours about its capabilities and looks. "Is it just a Super Nintendo in a smaller box or is it a handheld PlayStation?" The truth is that the Game Boy Advance is somewhere between the two. It has a 32-bit processor, similar to that in the PlayStation and Sega Saturn, but can't throw around polygons at the kind of speed you might be used to on the PlayStation. The screen is wider than that on the Game Boy Color, giving things a great new widescreen feel which is perfect for the kind of games that always do so well on handhelds - why, platformers of course!

"Will it need loads of batteries to power this new technology?" Nope! Amazingly the new console runs on

the same batteries as the Game Boy Color, and in fact will out-last the original for an extra five hours!

"Will I have to throw away all my old games?" No again! Nintendo has been in this game long enough to know how to play, and it has ensured that the Game Boy Advance can play all Game Boy Color and original Game Boy games, so that you can keep your ever-growing cartridge collection with good reason. Phew!

Games Galore

We've put together previews of the best games coming up and reviewed all the launch games for 22 June and we think you'll agree they're some of the best looking ever to be created. This console is going to redefine the hand-held!

Meet Big Brother

So what has Nintendo's new offspring got under the bonnet? Here is a spec-by-spec comparison between the new Game Boy Advance, and the console we've grown to know and love...

CPU	
32-Bit ARM with embedded memory	8-bit Z80
Screen	
240x160 resolution	160x140 resolution
2.9" TFT reflective screen	32,000 possible colours
40.8mm x 61.2mm screen size	56 simultaneous colours
32,768 possible colours	
511 simultaneous colours in character mode	
32,768 simultaneous colours in bitmap mode	
Size (mm)	
82 x 144.5 x 24.5mm	75 x 133 x 27 mm
Weight	
140g	138g
Power	
2 AA batteries	2 AA batteries
Battery Life	
15 hours	10 hours
Cartridge Format	
Game Boy and Game Boy Color compatible	Game Boy compatible

over 100 games to look forward to!

Bomberman Tournament
Activision

Dexter's Lab
BAM! Entertainment

Dodgeball Advance
Atlus

Ecks Vs Sever
BAM! Entertainment

Puyo Puyo
Sonic Team

Shaun Palmer's
Pro Snowboarder
Activision

Spider-Man:
Mysterio's Menace
Activision

The Complete Game Boy Advance

GAME NAME	PUBLISHER	RELEASE
4X4 Off Roaders	Small Rockets	TBA
Aerial Aces	Majesco	TBA
Army Men Advance	3DO	22 June
Backtrack	Telegames	Sep
Baketsu Daisakusen (Horse Racing)	Nintendo	TBA
Bomberman Story	Hudson	July
Caesar's Palace	Majesco	TBA
Castlevania: Circle Of The Moon	Konami	22 June
Chu Chu Rocket!	Sega	22 June
Dark Arena	Majesco	TBA
David Beckham	Rage	Nov
Denki Blocks	TBA	Sep
Digi-Communication	Media Works	TBA
Dodge Ball Advance	Atlus	TBA
Dokapon	Asmik Ace Entertainment	TBA
Doom	Activision	TBA
Doraemon	Asmik Ace Entertainment	TBA
Earthworm Jim	Majesco	Summer
EZ Talk	Keynet	TBA
F-14 Tomcat	Majesco	TBA
Final Fight One	Capcom	TBA
Fire Emblem — Maiden Of The Dark	Nintendo	TBA
Fire Pro Wrestling	BAM	22 June
Fortress	Majesco	TBA
F-Zero Advance	Nintendo	22 June
F-Zero Maximum Velocity	Nintendo	TBA
Game Boy Music	Nintendo	TBA
Game Boy Wars Advance	Nintendo	TBA
Golden Sun	Nintendo	TBA
Golf Master — Japan Golf Tour Game	Konami	TBA
GT Advance Championship Racing	THQ	22 June
GT Challenge	MTO	22 June
Hanasaki Gassen (Flower Blooming)	Nintendo	TBA
Hatena Satena	Hudson	TBA
Hello Kitty Miracle Collection	Imagineer	TBA
High Heat Major League Baseball 2002	3DO	TBA
Hot Potato	TBA	July
I Am An Air System Controller	Tam	TBA
Iridion 3D	Majesco	Summer
Jelly Belly	Majesco	TBA
J-League Pocket	Konami	TBA
Konami Krazy Racers	Konami	22 June
Kuru Kuru Kururin	Nintendo	22 June
Lady Sia	TDK Mediactive	TBA
Land Before Time	Disney	TBA
LEGO Bionicle: Tales Of The Tohunga	LEGO	TBA
LEGO Racers II	LEGO	TBA
M&M's: Lost In Time	Majesco	TBA
Magical Vacation	Nintendo	TBA
Mail De Cute	Konami	TBA

Advance Release Schedule

Mario Advance	Nintendo	22 June
Mario Kart Advance	Nintendo	Sep
Mat Hoffman's Pro BMX	Activision	TBA
Mega Man EXE	Capcom	TBA
Men In Black	Crave	TBA
Minna To Ishyo!	MTO	TBA
MLB Sluggers	Midway	TBA
Momo Taro Matsuri	Hudson	TBA
Momo Taro Festival	Hudson	TBA
Monster Breeder	Konami	TBA
Monster Guardians	Konami	TBA
Morita Shogi Advanced	Hudson	TBA
Mr Driller 2	Namco	Summer
Napoleon	Nintendo	TBA
NFL Blitz 2002	Midway	TBA
NHL Hitz	Midway	TBA
Pac-Man Advanced	Midway	TBA
Paintball	Majesco	TBA
Pinobee	Hudson	22 June
Pitfall: The Mayan Adventure	Majesco	Summer
Pocket Music	TBA	Oct
Power Pro-kun Pocket	Konami	TBA
Power Rangers: Time Force	THQ	TBA
Puyo Puyo	Sega	TBA
Rayman Advance	Ubi Soft	22 June
Ready 2 Rumble Boxing: Round 2	Midway	22 June
Reiji Matsumoto's Space Hexcite X	Jordan	TBA
Rocket Power	THQ	TBA
Rugrats	THQ	TBA
Sansara Naga	Victor Interactive	TBA
Scooby-Doo and the Cyber Chase	THQ	TBA
Shaun Palmer's Pro Snowboarder	Activision	TBA
Silent Hill	Konami	TBA
Sonic The Hedgehog Advance	Sega	TBA
Spider-Man: Mystério's Menace	Activision	21 Sep
SpongeBob Squarepants	THQ	TBA
Star Communicator	Konami	TBA
Super Block Bus 4 Advance	Starfish	TBA
Super Mario Advance	Nintendo	TBA
Tactics Ogre Gaiden	Nintendo	TBA
Tetris World	THQ	Winter
Tiny Toons (2 games)	Conspiracy	TBA
Tony Hawk's Pro Skater 2	Activision	22 June
Top Gear GT Championship	Kemco	TBA
Tweety And The Magic Gems	Kemco	22 June
Unlimited Mystery Zero Tours	Media Ring	TBA
Wild Thornberrys	THQ	TBA
Winning Post	Koei	TBA
WWF	THQ	TBA
X-Men: Reign Of Apocalypse	Activision	21 Sep
Yu-gi Ou: Dungeon Monsters	Konami	TBA

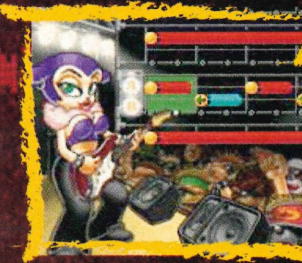
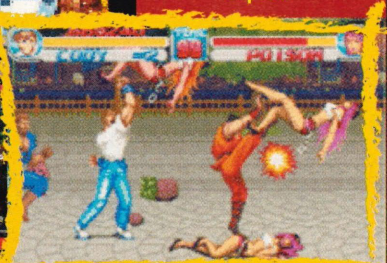
X-Men: Reign Of Apocalypse
Activision



Backtrack
Telegames



Final Fight One
Capcom



Music
Nintendo



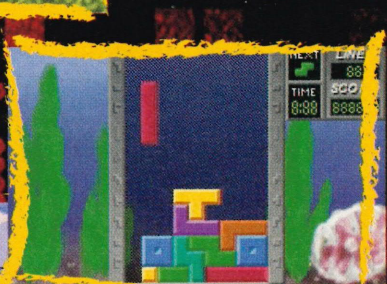
Sonic The Hedgehog
Sega



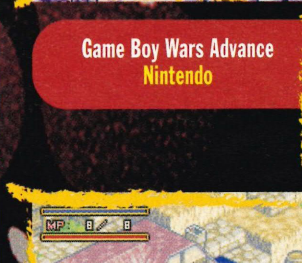
Lady Sia
TDK Mediactive



Tetris World
THQ



Game Boy Wars Advance
Nintendo



Napoleon
Nintendo



Mario Kart Advance

Nintendo

One of the most exhilarating games from the Super Nintendo era is about to make a comeback! Mario Kart Advance is a souped-up version of the SNES original, with all the favourite characters, tracks and power-ups that made the game so popular. You get to select a go-karter from an impressive line-up that includes Mario, Luigi, Donkey Kong and Wario along with Princess Toadstool for the more sensitive players. Their differing weights and driving skills mean you can select one that perfectly suits your playing style. The twisting tracks are all based around levels from the classic Super Mario World with the Mario Raceway, Creepy Ghost House and Bowser's Castle being some of the most tricky to race! Fast, fun and making a welcome return with special multiplayer options using the new link-up cable – we can't wait!



RACE ORDER
Who's in the lead?

LAP
How many times have we been around this track?

POWER-UP
Collect 'em by running over them then letting rip on an enemy!

TIME
In Time Trial games this counter will become vital for saving seconds!

KARTER
Shell power-ups spin around your kart and bop off the opposition!

MAP
Just where exactly is that first place racer hiding?

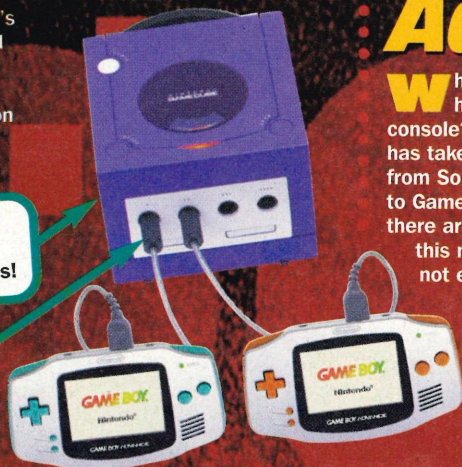


NEWS! Plug Into A GameCube!

Here's another cool thing about the new Game Boy Advance – it's all set up ready to be an extra Joypad for the Nintendo GameCube when it's launched over here in 2002. If you're rich enough you can get your hands on one in July though – that's when they come out in Japan.

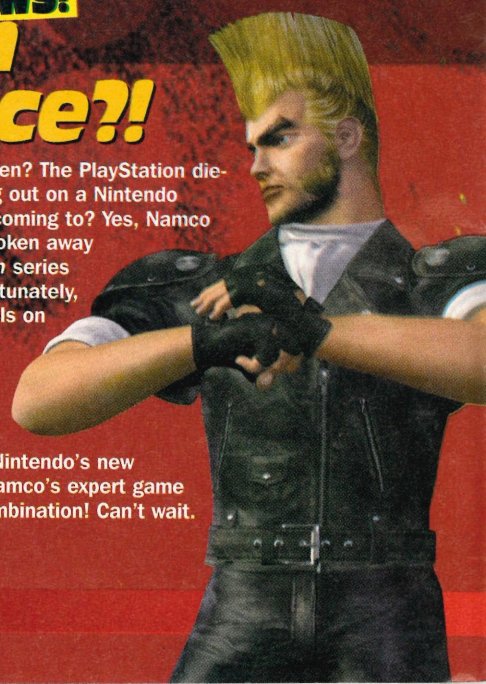
NEXT-GEN CONSOLE!
Forget PlayStation2 and Xbox – the GameCube will show them who's boss!

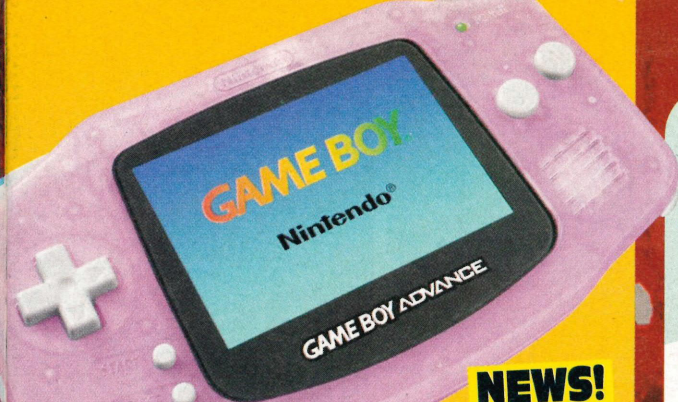
PLUG IN HERE!
A simple link-up cable is all you need to plug your GBA into a Cube!



NEWS! Tekken Advance?!

What's all this about then? The PlayStation die-hard favourite coming out on a Nintendo console? What is the world coming to? Yes, Namco has taken the plunge and broken away from Sony to bring its Tekken series to Game Boy Advance. Unfortunately, there are no confirmed details on this new beat-'em-up yet, not even a screenshot, just the intention to convert the game. It should be brilliant though – Nintendo's new technology and Namco's expert game creation, what a combination! Can't wait.





NEWS!

Milky Pink Game Boy Advance!

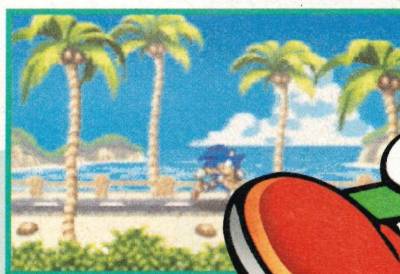
Nintendo has announced that the 'Milky Pink' Game Boy Advance released in Japan is going to be released in the US on 2 July at the usual price of \$99.99. The colour scheme will be renamed as 'Fuschia', as Milky Pink was obviously not suitable for the American market. Why are we bothering to tell you this though? Well, if the 'Fuschia' Game Boy Advance is available in the US and Japan, you can take it for granted that it will be released in Europe, though it's unlikely it will be available when the Game Boy Advance itself launches on 22 June. Game Boy Advance sold over half a million units in Japan in just four days of sale - 450,000 more than the PlayStation when it was originally launched. So the fact that the machine isn't available in pink on launch day in Europe shouldn't be a problem for Nintendo!

MINI-PREVIEW

Sonic the Hedgehog

Sega

What's all this? How can Sonic appear in a Nintendo mag? Well it's true, Sega has given up on the console hardware market and decided to concentrate its efforts on being the world's number one software company. Part of this change in direction includes making games for the GBA! Sonic Team has released the first screenshots of its new game, and it's looking mighty fine! In fact here at TGB, we think Sega is pushing the new console much further than Nintendo is bothering to with its new Mario games. There's only one screenshot so far though... check it out!



WIN! WIN! WIN!

10 & 10

GAME BOY ADVANCES & GAMES UP FOR GRABS!

On 22 June the Game Boy Advance launches, and where are you going to get yourself one? Well Woolworths of course! They'll be stocking the console from day one, along with all the best new games for this 32-bit handheld console. In fact, they're so excited about Nintendo's new console, they'll also be giving away a free carry case with every Game Boy Advance they sell! - While stocks last.

To celebrate the launch we've teamed up with those kind peeps at Woolworths to give ten lucky readers the chance to win their very own Game Boy Advance! They've given us ten of the handheld marvels to give away, with one of the best Advance titles to go along with it - Super Mario Advance. Perffick!

All you've got to do to win one of these great prizes is answer this simple question...

QUESTION:

Nintendo's new Super Mario Advance is an update of an original Nintendo Entertainment System or Famicom game from Japan. What was the game called?

Write your answer on the coupon, cut it out and send it on to **TOTAL GAMES GUIDE TO GAME BOY ADVANCE, Paragon Publishing, St Peter's Road, Bournemouth BH1 2JS.** Your entries should reach us no later than 31 July.



Answer
.....
Name
Address
Town
County
Post Code
Tel Number
email address
Date of birth

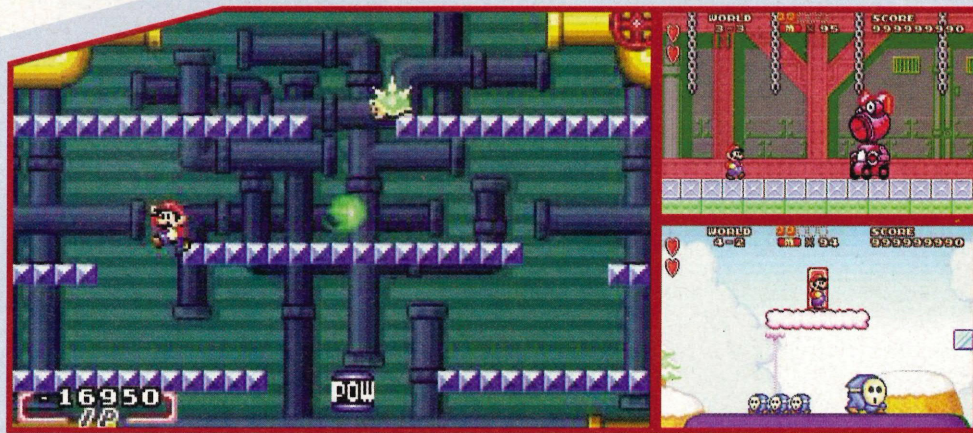
- From time to time you may be sent news about exciting new products and opportunities that are of interest to our readers. If you do not wish to receive such information please tick this box. []
- Alternatively state clearly that you do not wish to receive this information on your postal entry.

TOTAL GAMES GUIDE TO
GAME BOY ADVANCE

In association with

WOOLWORTHS

WELL WORTH IT



Super Mario Advance

The new generation of Mario games kicks off with an update of a Super Nintendo classic...

Oh, it's good everybody, let me tell you. Even the most casual videogame fan couldn't fail to be impressed with this new contraption what I hold here in me hands. Especially when you've got this flagship cartridge inserted! Okay, so at first we were decidedly miffed that Nintendo had decided to bring out an old NES game to launch its new console, but we're all in agreement that the version of *Super Marioland 2* featured in *Super Mario Advance* is head over heels better than even the SNES version, and you don't need endless leads and a telly to play it!

The really scary thought is that there may be some of you out there who are too young even to have heard of the original game ("pass me a tartan blanket, sonny!") because this multi-character platformer first saw the light of day in 1998, and shocked Mario fans with its change of style. Here, re-dubbed *Super Mario USA*, all the action and the instantly recognised secrets and fun are on this tiny cartridge. You get to take on the role of Mario, Luigi, Princess Toadstool or Toad in your quest to hit pink things with big noses. Mario, being the main hero, is pretty rubbish, and



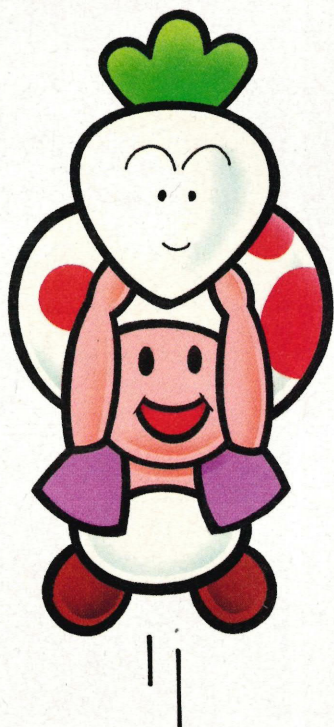
SCREEN 1 It might look exactly like the old SNES version, but trust us, it's better!

SCREEN 2 Fantastic! A level made entirely from chocolate cake! It's a dream come true!

SCREEN 3 And this is what happens when you clear a stage. err. perfectly. Well done!

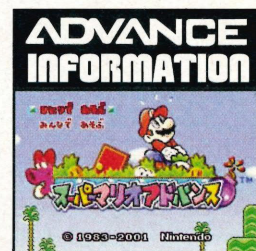
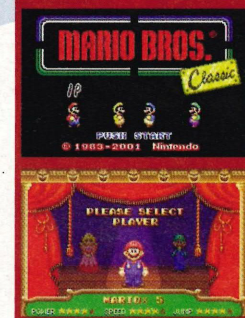


Mario Advance



SCREEN 1 The new Game Boy Advance game includes a version of the original Mario Bros game from the NES. Although it's been over a decade since the original wowed gamers, the gameplay feels as fresh today.

SCREEN 2 Although not a very exciting adventure for Nintendo to launch their new console with, Super Mario Advance does add all kinds of new graphical touches to the aging game. You'll find characters in here that are ten times the size of Mario – this is something that would have been impossible in the original game!



Publisher	Nintendo
Developer	In-house
Price	£39.99
Release	22 June
Genre	Platform
Players	XXXX
Web	www.nintendo.com
Extras	
✓ Link-up	✓ Battery save
X Passwords	X Infra-red
X Printer	X Rumble Pak

NINTENDO'S NO.1 LAUNCH GAME!

Mario Classic

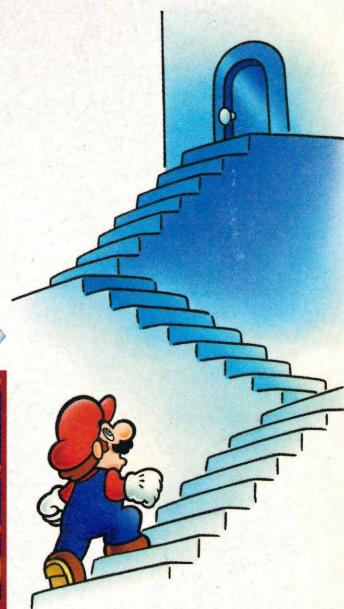
Not an awful lot of people know this, but *Super Marioland 2* on the NES actually started out as a totally different game altogether. Named *Doki Doki Panic*, the platformer told the tale of two kids who were reading a book when a big green hand popped out and yanked them into some kind of fairyland. Their pet monkey ran off to find help, in the shape of a very strange family led by Papa Strong. As you can see, by comparing the original sprites with the Mario team, less work was needed on the change than you may think.



moves normally; Luigi has a fantastic jump; the Princess can float and Toad is very strong – which comes in handy for this adventure, revolving as it does around pulling up plants and creatures to generally throw about in your quest to destroy all the nasty things and survive until the last of the twenty one-plus levels. *Mario* freaks will miss out as far as Koopas, green pipes and question marks go, but this oddball in the *Mario*

legend has never looked or sounded better than it does here.

With all the quality of graphics you saw in *Super Mario All-Stars* on the SNES (and then some!), this is a gorgeously colourful adventure, and, aside from the usual jaunty *Mario* tunes, there's an amazing amount of cool speech included, as each character jumps around the fast-scrolling landscapes. The game always gave a >>



"With all the quality of graphics you saw in Super Mario All-Stars on the SNES (and then some!), this is a gorgeously colourful adventure!"





» nail-biting challenge, and even old stalwarts such as us aren't annoyed to have to travel through the same old lands again and again – it's still addictive after all these years!

Which makes the inclusion of the classic *Mario Bros* arcade game all the more of a bonus. There are no instant saves here, just full-on beat-your-own-record classic action, and again, it looks fantastic.

We haven't been able to test the two-player version yet, but it's just another in a long list of reasons as to why *Super Mario Advance* is an awesome videogame event, which honestly changes the way you'll look at handheld



gaming forever. Oh, and the fact that this is an import, with most text in Japanese, doesn't really matter at all. But if you do want to sit tight and wait until you get the English version, you're in for a treat and three-quarters, you lucky, lucky people!



SCREEN 1 Lesson One in Mario's kitchen: don't feed a Koopa your vindaloo leftovers.

SCREEN 2 After finding some colourful mushrooms in the forest, Luigi thought he could fly.



From Humble Beginnings...



Super Mario Advance also sports a rather nifty multiplayer game called *Mario Bros Classic*. Using the link cable, up to four players can go head-to-head in a bout of platform-smashing, bad guy-kicking action! This game involves a series of ugly critters pouring out of pipes which you must knock over and kick out of the screen. The more of these you can get rid of, the more points you get. As more players get involved, the more exciting the game becomes as it means you're battling against friends as well as monsters!

The advantage of GBA multiplayer is that, with some games, only one of you needs the actual cart in order to play! *Mario Bros Classic* just happens to be one such title and it pays off beautifully!



Final Rating

93%

The most important Nintendo release in years, and even if it is a re-hash, you'd be a fool to miss out on the fun!



mary-kateandashley

WINNERS CIRCLE™

"If you're horse mad then this game's for you!"

Looney Tunes Magazine
May 2001

outta-site!

mary-kateandashley.com
Register Now


DUALSTAR
INTERACTIVE

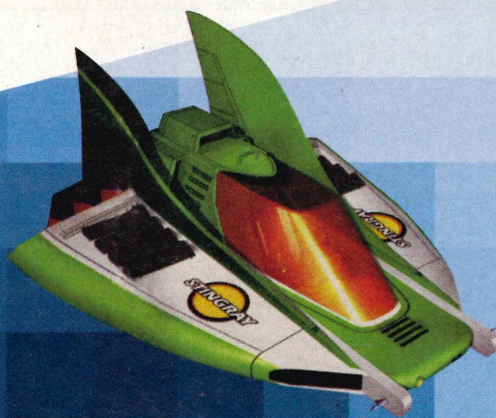
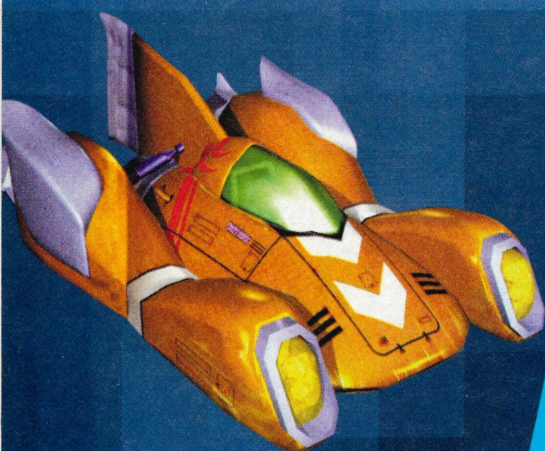
GAME BOY COLOR


PlayStation


www.clubacclaim.com

mary-kateandashley WINNERS CIRCLE™ © & TM 2001 Dualstar Entertainment Group, Inc. All Rights Reserved.
Acclaim® and Club Acclaim™ & © 2001 Acclaim Entertainment. All Rights Reserved.

Review



F-Zero

Maximum Velocity



ADVANCE INFORMATION

F-ZERO
FOR GAME BOY ADVANCE

PRESS START

© 2001 Nintendo

Publisher	Nintendo
Developer	Nintendo Japan
Price	£39.99
Release	22 June
Genre	Racing
Players	1-4
Web	www.nintendo.com

Extras

✓ Link-up ✓ Battery save
x Passwords x Infra-red
x Printer x Rumble Pak

Race into the space age with this **fast and furious** racing game!

Man has been obsessed with travelling stupidly fast ever since George Stevenson built the first locomotive about 130 years ago. It's a good job George's little engine isn't around these days though, because, having a frankly embarrassing top speed of just 17 mph, the humiliation of being overtaken by milkfloats and joggers would be too much for the bearded Victorian inventor to bear. Bearing this in mind, imagine the look on old Georgie's face if he saw Nintendo's crazed vision of the future of high-speed transport: *F-Zero* on the Game Boy Advance!

There can't be many people out there who haven't played (or at least heard of) *F-Zero*. You know the drill:

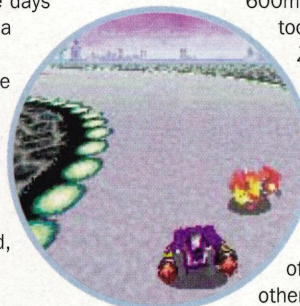
hovercars belt around expansive, twisty circuits using notoriously flimsy magnetic fields to remain somewhere near the road surface as they strive to reach speeds well in excess of

600mph. Hmm... doesn't sound too safe does it? Well, *F-Zero* on the GBA is set

some years after that brain-meltingly quick original, and guess what – the cars have got even faster!

Nintendo's new handheld arrived in the office in a blaze of glory the other day, and *F-Zero*

immediately got people a bit hot under the collar. As you can see from the screenshots, the graphics are pretty much the same as the old SNES classic, and are even a little bit sharper in places! A good example of this is the



10 city



LAUNCH GAME!

ships themselves, which all have moving fins, flame-spitting boosters and, when they get badly damaged, showers of sparks and smoke! When the car is first plugged in though, there's no time to admire the paintjob on your new motor – the racing is so fast and competitive, it's hard enough just staying on the track!

Fans of the original SNES title can all breathe a collective sigh of relief – the controls and options in the GBA version of *F-Zero* have all survived the conversion process. This helps to make the game instantly playable and so addictive, you might need to go on a course of 'F-Zero Patches' (available at all good chemists) to stop playing it long enough to fit in such mundane tasks as, for example, eating, sleeping or putting the cat out.

F-Zero's longevity and addictiveness stem from the fact that there are three series' of races, weirdly named Pawn, Knight and Bishop, with four tracks and a do-or-die final race, where the opponents, normally quite mild-

mannered, start driving like Italians. Not content with giving you 15 tracks to pelt around in a blur of anti-gravity and exhaust fumes, there are also three difficulty settings. This means that (according to our dodgy maths) you'd have to complete over 170 races to complete the game with all the available cars! Then there's the blistering multiplayer mode (up to four people with just the one cart via link cables!) and time attack to be getting on with. Now that's what we call a challenge!

All the fantastic features that made the SNES incarnation of *F-Zero* an instant classic are here: speed pads, jumps, yawning gaps in the track, and the quite insane turbo boost that you collect for finishing each lap. The good old neon pit-lane has made it across to the Advance too, meaning that, at times, this game is very much a trip down memory lane – only at 700mph.

As you can probably tell from this review, we at Total Games were just slightly impressed by *F-Zero*. If you've got

On The Starting Line...

Fireball

Looks like an Essex boy's pride and joy – all fins and flames, geezer. Scorchers along at a frightening rate of knots, and eight out of ten *F-Zero* novices said their cats preferred it.

JB Crystal

Great turbo, great handling. A quality motor. Name stems from previously being owned by *Bullseye* legend Jim Bowen. Super, smashing, great, bronze bully, here's what you could've won etc.

Crazy Horse

Quick admittedly, but so hard to drive you'll receive better lap times by getting out and walking if there's so much as a kink in the road. Quite good on the wider early tracks.

Hot Violet

This car's got something of a weight problem, and hence accelerates like a drugged pensioner in hobnail boots. Thankfully, the Violet has an astronomical top speed.



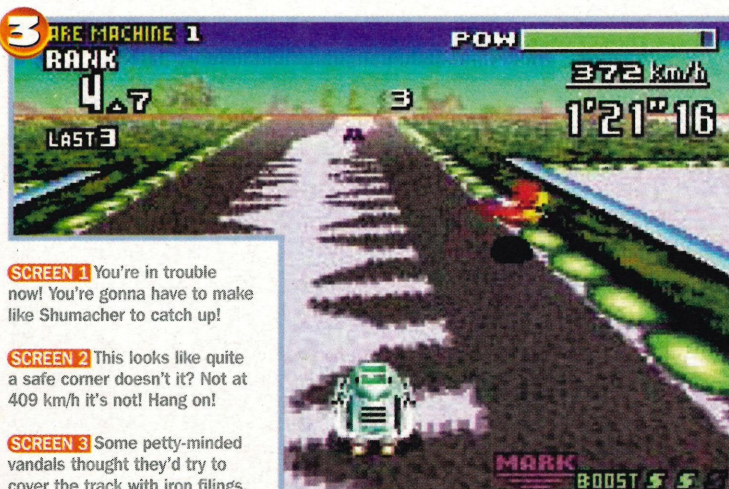
"Very much a trip down memory lane - only at 700ph."

yourself a GBA, you really have to buy this. It makes us wonder just what other amazing things Nintendo can get its new arrival to do in the future. *F-Zero* is a truly fantastic game. Run to the shops, and buy it. Buy it now! □

Final Rating

92%

Mind-blowing speed, excellent gameplay and a great challenge. A classic game.



SCREEN 1 You're in trouble now! You're gonna have to make like Shumacher to catch up!

SCREEN 2 This looks like quite a safe corner doesn't it? Not at 409 km/h it's not! Hang on!

SCREEN 3 Some petty-minded vandals thought they'd try to cover the track with iron filings.



LAUNCH GAME!

The small **yellow bird** flaps his merry way onto the Game Boy Advance – just **watch out** for Sylvester!

Tweety And The Magic Gems

ADVANCE INFORMATION



Publisher Kemco

Developer In-house

Price £39.99

Release 22 June

Genre Party/Platform

Players 1-4

Web www.nintendo.co.uk

Extras

✓ Link-up x Battery save
✓ Passwords x Infra-red
x Printer x Rumble Pak

It has to be said that birds aren't that well represented in videogaming. For some reason, programmers are often reluctant to involve our feathered, tasty fowl friends in their latest masterpiece. While this has often led to much head-scratching and frowning of brow here at the TotalGames office, it's nice to see that Tweety Pie, the small yellow canary from the ancient Warner Brothers cartoons, has now got

his own party/puzzle-type outing on the Game Boy Advance.

In this new title, you must guide Tweety or his mates around various typically colourful platformy levels, as they go off in search of the Magic Gems, which are scattered along the route. Rich GBA owners with a lot of friends can also enjoy the four-way link-up games on the cart, that cast you and three of your friends as different Warner's characters, who must

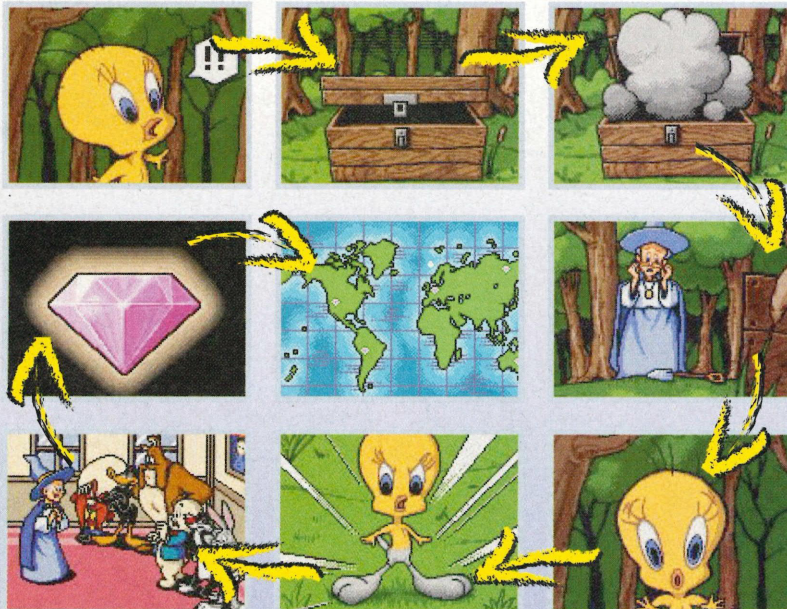
"Casts you and three of your friends as different Warner's characters"



can take part in a succession of increasingly bizarre but entertaining mini-games. We could only get hold of the Japanese incarnation of *The Magic Gems*, we're quite looking forward to the PAL version touching down on these shores, 'cos it could be one to look out for!

Are You Sitting Comfortably?

Tweety And The Magic Gems starts with a series of cut-scenes, which detail the plot of the game. It goes a little something like this...



1. Young Tweety is wandering through the picturesque forest one day.
2. He chances across a large wooden box that appears to be opening.
3. Suddenly, a cloud of smoke billows from the box.
4. A wisened old woman appears as if by magic.
5. Tweety is understandably quite shocked at all this and...
6. ...is even more taken aback when he hears what the woman has to say to him.
7. The action cuts to a gathering of some of Tweety's friends...
8. ...who are told all about the precious missing stones they must find...
9. ...even if they have to go around the world to get them!

SCREEN 1 Warner Brothers Cartoon Command kept tabs on their stars using hi-tech surveillance equipment

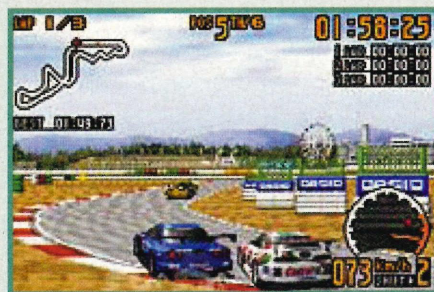
SCREEN 2 During their cruise, Daffy and the gang passed the time playing shuffleboard on deck with the rest of the pensioners.

Final Rating

80%

A decent dig at the party/multiplayer genre from Tweety and his pals. Worth a look if you are a big fan of the cartoons.

GT Challenge Review



LAUNCH GAME!

GT Challenge

Get your foot down and **burn rubber** with Kemco's scorching handheld racer!

Driving games are, thankfully, far from accurate depictions of the world of motoring. If they were, we'd be treated to such mouth-watering titles as *Bank Holiday Jam!*, *Sunday Afternoon: Potter In The Country* (with Rumble Pak-assisted cattle grids) and *Bored Commuter 4: Diesel Edition*. Isn't it handy, then, that *GT Challenge* on the Game Boy Advance is based on the supercharged dream motors of the Japanese Touring Car Championship?

The basic idea of *GT Challenge* (for those of you who hadn't quite grasped it within 0.04 seconds of seeing the screenshots) is this: pelt around the various tracks featured in the All Japan Touring Car Championship, finishing high enough up the field to eventually get

crowned champion. There is a showroom-full of quality Eastern motoring hardware to pick from – everything from big, powerful Mazdas to, er even bigger and more powerful Nissans.

The racing itself is certainly entertaining, fast enough to frighten your Gran (always the acid test of any racing game) and has enough challenges and features – like the excellent track editor – to keep you burning rubber for yonks. The only real problem we had with the game was the slightly reluctant handling of some of the bigger cars, but this could be ironed out with a bit of clever tuning in the car setup screens. The graphics are very clear and detailed, with nice rain effects and tire smoke. Unfortunately, the GBA's still-puny speaker makes the cars sound only slightly beefier than a chloroformed wasp trapped in a teabag, but that can't really be helped.

While it's not nearly as good as *F-Zero*, *GT Challenge* has miles more longevity, and the racing is more varied than its lightning-fast rival. If you want just one GBA racer, get *F-Zero*, but if you want two, buy this as well, because it's a cracking good game!

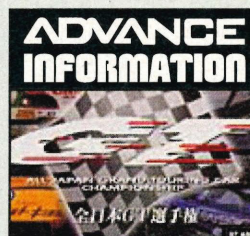


"The racing itself is certainly entertaining, and fast enough to frighten your Gran"



SCREEN 1 The game gets a great deal harder if you put the weather on its 'North Wales Downpour' setting.

SCREEN 2 It's no good – you're just going too fast. Prepare for an extremely painful steering wheel-front teeth interface.



Publisher	Kemco
Developer	Vision Works
Price	£39.99
Release	22 June
Genre	Racing
Players	XXXX
Web	www.kemco.com

Extras

- ✓ Link-up
- ✓ Battery save
- ✗ Passwords
- ✗ Infra-red
- ✗ Printer
- ✗ Rumble Pak

Final Rating

85%

A decent racing game except for the fact that, unfortunately, it's not as good as *F-Zero*.

WRITTEN BY ALEX JONES

ADVANCE
INFORMATION

Publisher	Konami
Developer	In-house
Price	£39.99
Release	22 June
Genre	Platform
Players	1
Web	www.nintendo.com

Extras

X Link-up	✓ Battery save
X Passwords	X Infra-red
X Printer	X Rumble Pak

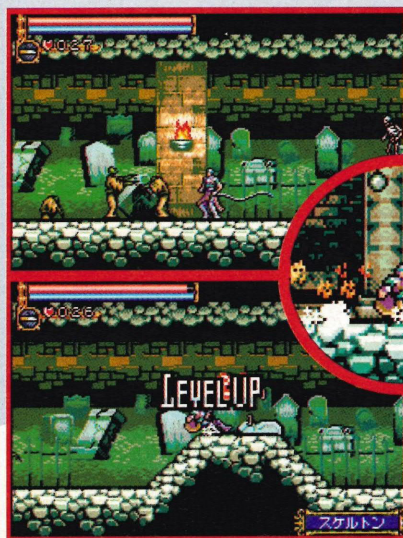
Bats circle the sky, the undead walk again and vampires lurk in every corner. Enter the world of the undead!

After a no-more-than-satisfactory outing on the dwindling Nintendo 64, *Castlevania* is back in glorious 2D where it belongs. And a good thing too, as the previous vampire-thwarting escapades on the Game Boy have left barrel-loads to be desired. This time, though, they've got it right! Even though it's on a screen the size of a matchbox, Game Boy Advance *Castlevania* looks fantastic.

Basically, it would appear that Dracula's up to his old tricks again. So two young vampire hunters, Nathan Graves and Hugh Baldwin, vow to re-seal the vile one in his cosy tomb, meaning that it's your job to infiltrate the legendary castle and save the day. But be warned,

Castlevania





just as all of the pick-ups and villains have remained the same, so too have the cruddy bits of *Castlevania* returned.

Unlike the other Game Boy outings for *Castlevania*, there are no real levels to this adventure. You go up levels in experience as you journey through the genuinely labyrinthine castle, until you've seen 100% and got rid of Dracula. There are many saves hidden away in the walls, but it's hard to get any feeling of satisfaction out of each play, unfortunately. The gameplay's as challenging as ever (and how!), it looks great and the sounds are fantastically eerie. But, aside from the fact that the dinginess of the GBA screen makes it unnecessarily hard, you'll need to pay close attention to the seemingly endless text, with many crucial tricks to learn and configurations to define.

Fans of the *Castlevania* series will go wild for this game – it's a great addition for the GBA. If you're looking for an eerie adventure, then look no further! ☐

inicia

"It looks great and the sounds are fantastically eerie"

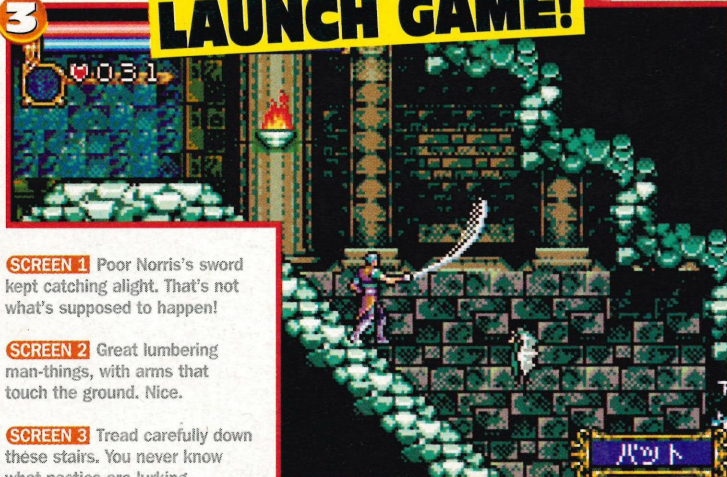
Final Rating

87%

It's good to see *Castlevania* return to form on the Game Boy Advance!



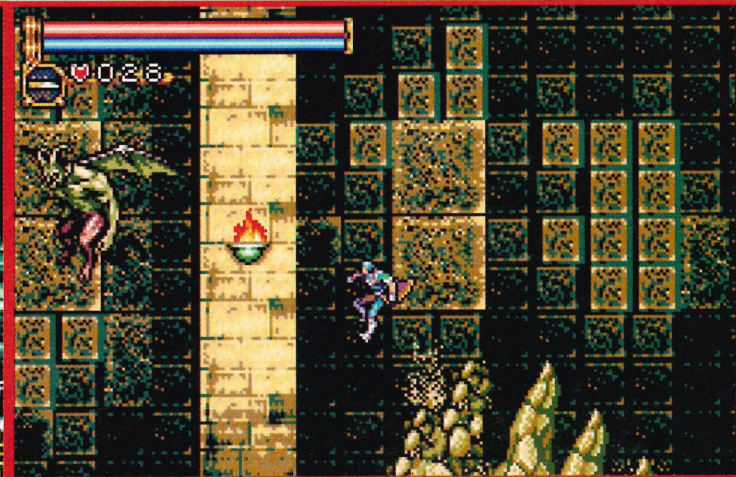
3 LAUNCH GAME!



SCREEN 1 Poor Norris's sword kept catching alight. That's not what's supposed to happen!

SCREEN 2 Great lumbering man-things, with arms that touch the ground. Nice.

SCREEN 3 Tread carefully down these stairs. You never know what nasties are lurking...





LAUNCH GAME!

Konami Krazy

ADVANCE INFORMATION



Publisher	Konami
Developer	KCET
Price	£39.99
Release	22 June
Genre	Racing
Players	XX
Web	www.konami-europe.com

Extras
 X Link-up ✓ Battery save
 X Passwords X Infra-red
 X Printer X Rumble Pak

With **Mario Kart** a while away, get **karting with the stars** of Konami games **instead!**

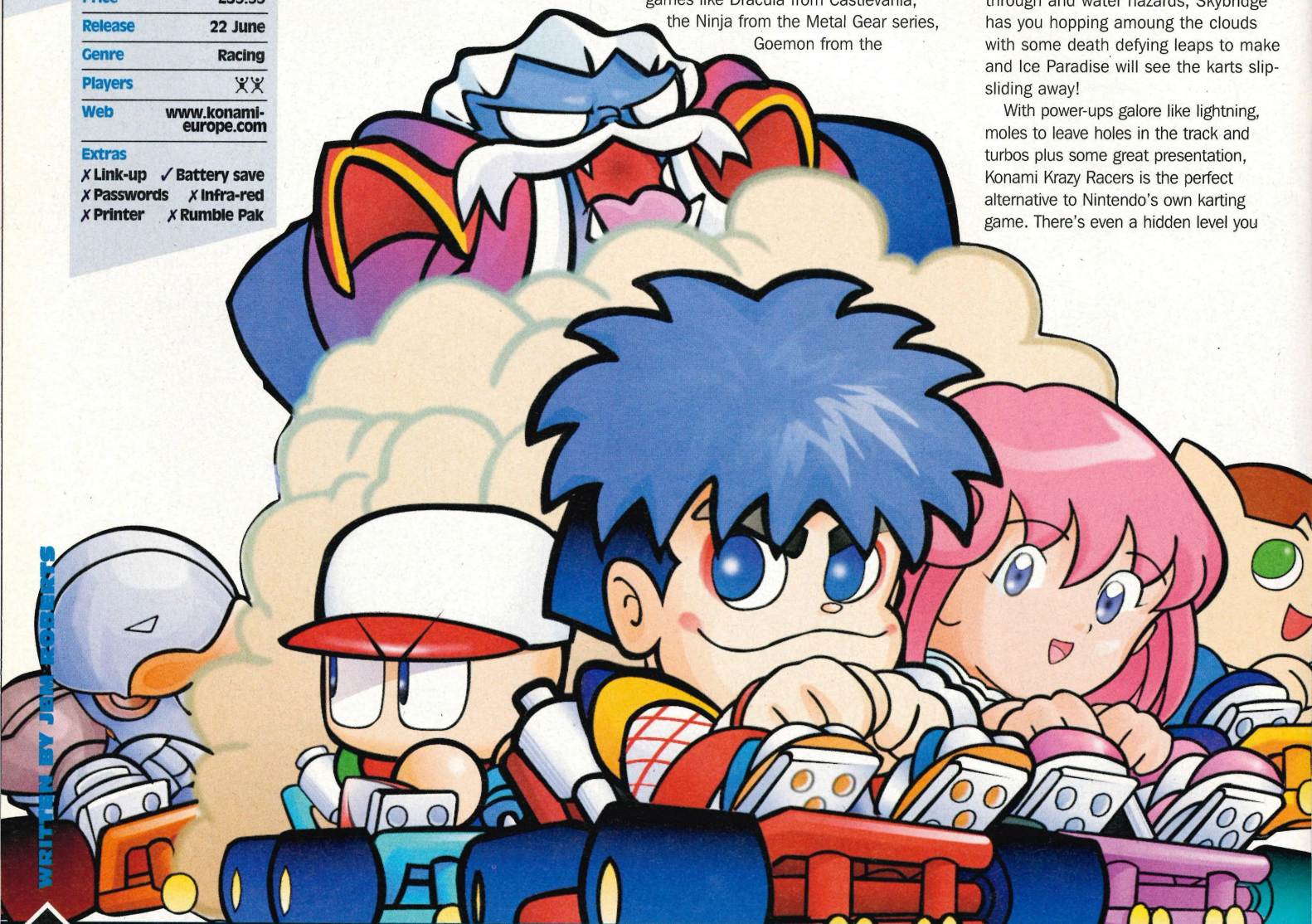


Konami has pulled a fast one on Nintendo by creating a fantastic Mario Kart-style game, and releasing it for the Game Boy Advance before Nintendo can release Mario Kart Advance! Originally called Wai Wai Racing in Japan, Konami Krazy Racers has eight characters to choose from, all stars of previous Konami games like Dracula from Castlevania, the Ninja from the Metal Gear series, Goemon from the

Mystical Ninja games and stars of Parodius, Gradius and Pop'n Music – and they are all mean karters!

Choose from four game modes with Grand Prix, Time Attack, Free-Run and Mini-Battle on offer and you can race these great mini-karts through 16 game based courses. There's the tricky Pop'n Beach with sandy shores to rip through and water hazards, Skybridge has you hopping among the clouds with some death defying leaps to make and Ice Paradise will see the karts slipping away!

With power-ups galore like lightning, moles to leave holes in the track and turbos plus some great presentation, Konami Krazy Racers is the perfect alternative to Nintendo's own karting game. There's even a hidden level you





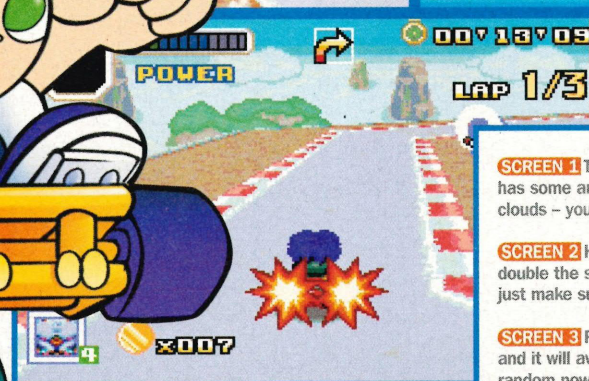
Racers



can unlock if you're a really hot karter – and it's rumoured to be based on the Metal Gear Solid games – cool!

The racing is fast and furious with a real challenge from the computer controlled competitors and loads of fun. This is the game to pick up if you like an action packed racing game with a twist of fun on top.

"there are power-ups galore like lightning, moles to leave holes in the track and turbos"



SCREEN 1 The Skybridge track has some amazing jumps over clouds – you need to be precise!

SCREEN 2 Hit the turbo and you double the speed of your kart – just make sure you're ready!

SCREEN 3 Pick up a red bell and it will award you with a random power-up.

Pick a Konami Star...

Goemon

You might remember this guy from the Mystical Ninja games on Super Nintendo and Nintendo 64!



Twinbee

Pop'n Twinbee has been a big hit on lots of formats, and this red head comes from there!



Parodius

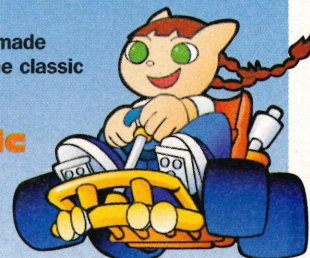
Anyone who has played the great Parodius games will remember this red octopus creature!

Gradius

These large stone heads made various appearances in the classic shoot-'em-up Gradius.

Pop'n Music

Believe it or not, this pig-tailed cat comes from Konami's Pop'n Music games – weird!



Metal Gear Solid

Recognise this mean karter? If you're a fan of Metal Gear Solid you will as he was your arch nemesis!



Castlevania

None other than Dracula himself gets to represent Castlevania in the game.

Jikkyou Pro

We don't know much about this guy in the UK, because he stars in Konami's Japanese baseball series.



Final Rating

84%

"Loads of fast and furious karting fun!"

Kuru Kuru Kururin

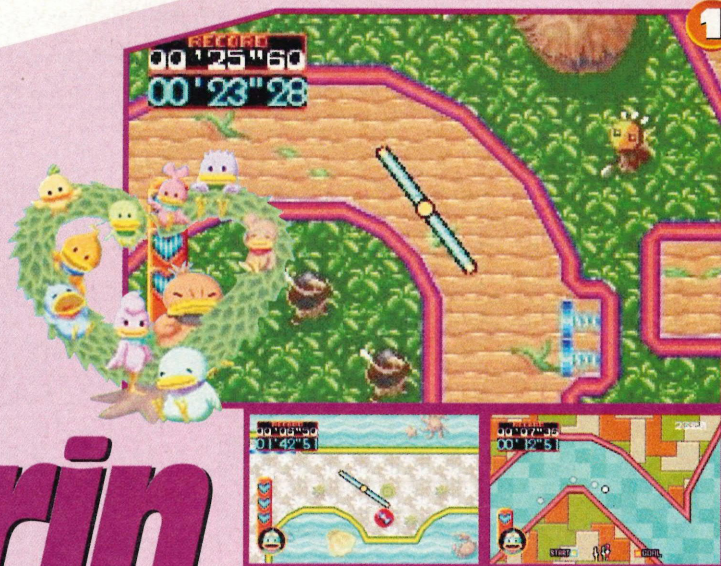
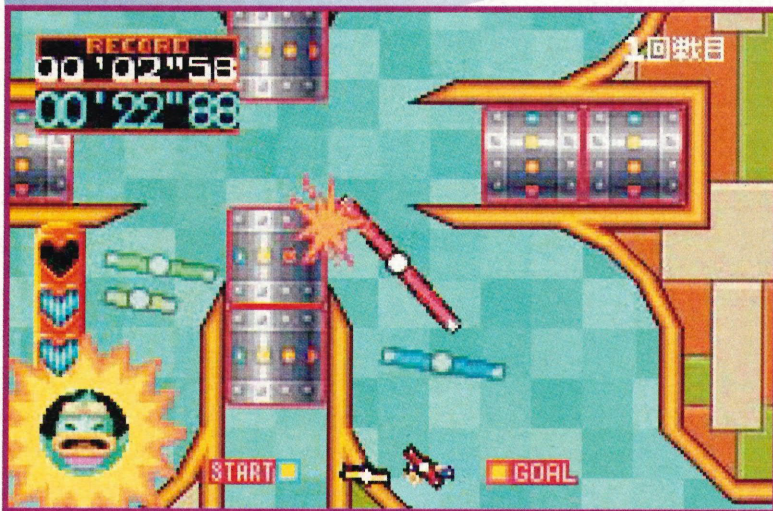
Who'd have thought playing with a stick could be **so much fun?**

Who would you call to save the world? Superman? The Ghostbusters? The Men In Black? Or would you call a duck in aviator goggles who pilots a flying stick? What do you mean you'd call Superman...?

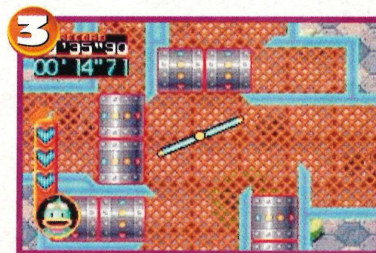
Kuru Kuru Kururin, besides being one of the most weirdly-named videogames ever, is an entirely new title for the Game Boy Advance. The object of the game is... obscure, to say the least. The idea is to guide a constantly rotating stick around successive stages of narrow canyons and corridors, at all times avoiding any contact with the walls, and rescuing little animals along the way. Hit a wall and you lose one of three lives, lose all three and the stick disintegrates, and it's back to the start of the level.

As you progress through the game, the levels get more complicated and more elements are introduced, like springs which reverse the direction of the stick's rotation and a whole range of different hazards.

"One of the most weirdly-named videogames ever"

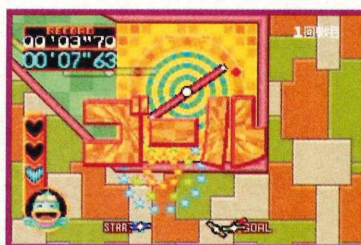
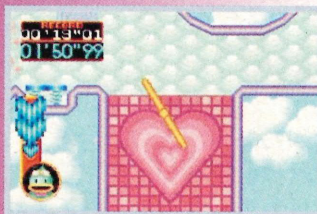


LAUNCH GAME!



How To Mend A Broken Heart...

If you inadvertently make contact with a wall then you lose one of your three lives. On the larger levels however, there are special heart recharge areas that top you back up to three lives again when you move into them.



ADVANCE INFORMATION



© 2001 Nintendo / LIGHTNING

Publisher Nintendo

Developer Elting

Price £39.99

Release 22 June

Genre Arcade

Players 1-4

Web www.nintendo.co.uk

Extras

✓ Link-up ✓ Battery save

x Passwords x Infra-red

x Printer x Rumble Pak

SCREEN 1 Striking those blue spring-type things reverses your rotation.

SCREEN 2 This is the game map. As you move to the right the levels get much tougher!

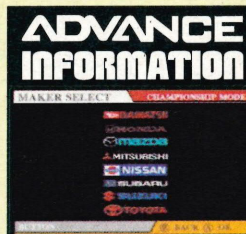
SCREEN 3 Those metallic barrels move on a set path and are a right pain in the stick!

Final Rating

86%

One of the simplest ideas ever, and yet one of the most absorbing and entertaining too!





Publisher	THQ
Developer	MTO
Price	£39.99
Release	22 June
Genre	Racing
Players	1-4
Web	www.thq.co.uk

Extras
 ✓ Link-up ✓ Battery save
 ✗ Passwords ✗ Infra-red
 ✗ Printer ✗ Rumble Pak

GT Advance Championship Racing

Ever fancied yourself as the next Michael Schumacher or Colin McRae? Then **test your skills** and floor it on this new racer!

Hot on the heels of *GT Challenge*, the other Japanese-themed driving game, comes this offering from THQ – *GT Advance Championship Racing*. In fact, the format of this tyre-screeching, rubber-burning title is so similar to *GT Challenge*, they could have been separated at birth! So,

the big question on the minds of all Game Boy Advance racing addicts is, "What's so different about this game?". Well the answer, we're sorry to say, is that, basically, *GT Challenge* is great fun, and *GT Advance Championship Racing* well... er... isn't. Simple as that.

While we don't like to moan, it's hard not to mention this game's obvious flaws. For example, as you'll see if you cast a wary eye at the box out, the car handling is fairly atrocious. The graphics are shockingly bog-basic in comparison to everything else that's appeared on the fledgling handheld. While the game is undoubtedly fast, and the computer drivers have a reasonable level of artificial intelligence – which makes for quite a challenge in Championship mode – we very much doubt you'll be too



interested in finishing it more than once because of all the serious flaws this game possesses. This isn't even as good as *Toy Story Racer* on the good old Game Boy Color, and yet THQ would like to think it's an *F-Zero*-beater! We're far from convinced. Try *GT Challenge* or *F-Zero* instead, that's our advice.

SCREEN 1 One of the best things about this game is the way you can skid round corners, *Dukes Of Hazzard*-style.

SCREEN 2 The red carpet outside the BAFTA awards is for the Prince of Wales, not a speeding Toyota!

"The computer drivers have a reasonable level of artificial intelligence"



The Shopping Trolley Grand Prix

To begin with, your basic motor in *GT Advance Championship Racing* is a little difficult to handle. Actually, come to think about it, most of the cars, from the humble Hyundais to the superb Subarus are about as good at taking corners as the players of Accrington Stanley – in other words they're rubbish. This is where your skills as a motor mechanic are tested to the limit – and don't worry, you don't have to look like Kevin Webster from *Corrie* to turn your golf cart into a race winner. We suggest fiddling around with the options until you find a set-up that suits whichever of the many tracks it is you're racing on. So get your tools out and get tinkering!



Final Rating

58%

This is a let-down in all areas. There are other GBA racers that are miles ahead of this!

WRITTEN BY ALEX JONES

ADVANCE INFORMATION

ピンビーの大冒険
PINOBEE - QUEST OF HEART

Publisher Hudson Soft
Developer In-house
Price £39.99
Release 22 June
Genre Platform
Players 1
Web www.hudsonsoft.com

Extras

✓ Link-up ✓ Battery save
✗ Passwords ✗ Infra-red
✗ Printer ✗ Rumble Pak



LAUNCH GAME!

Pinobee

Quest Of The Heart

He's a **little bee** with no heart. Poor little **fellah**. Still, **squash him** with a **teaspoon**, would you?

One of the first Game Boy Advance games available to play, *Pinobee* was one of the attractions at last year's ECTS show, where it impressed everyone with its amazing colourful graphics and top-speed action. Half a year on though, it's impossible to ignore the problems with the first original platformer for the GBA.

There seems to be a lot that's original and clever about this title, but it doesn't come across particularly well. You play the little fellow, Pinobee, out to

save his bug mates and fill his chest with the desired organ, and the 'jump-jump' style of flying is a new one to us. Press jump and Pinobee leaps into the air, zooming in a super hero kind of way. Press jump again and he takes an extra boost, meaning he can reach platforms other characters can only dream of!

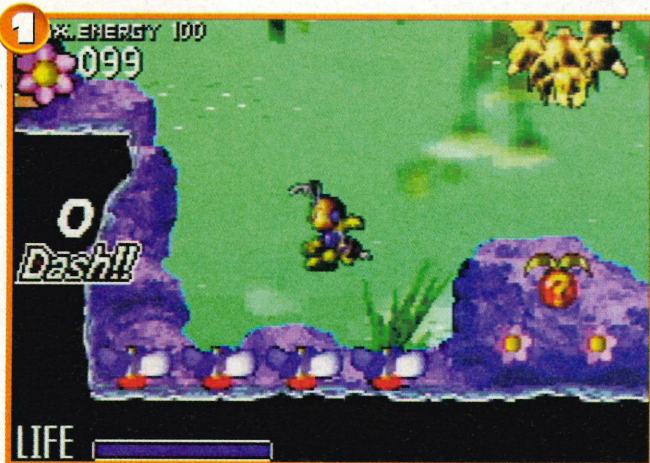
What with being able to climb walls and bash everything that moves *Sonic*-style, there's a lot to explore in the vast game, and the cleverest thing is that the way the story unfolds depends on how you complete each level.

After every stage, Pinobee fills in his diary. If you missed a crucial point, you still complete the game, but only in one possible way out of many. This is an ultra cool idea and should keep you coming back for more, to see if you can manage to unlock all the secrets you missed first time around.

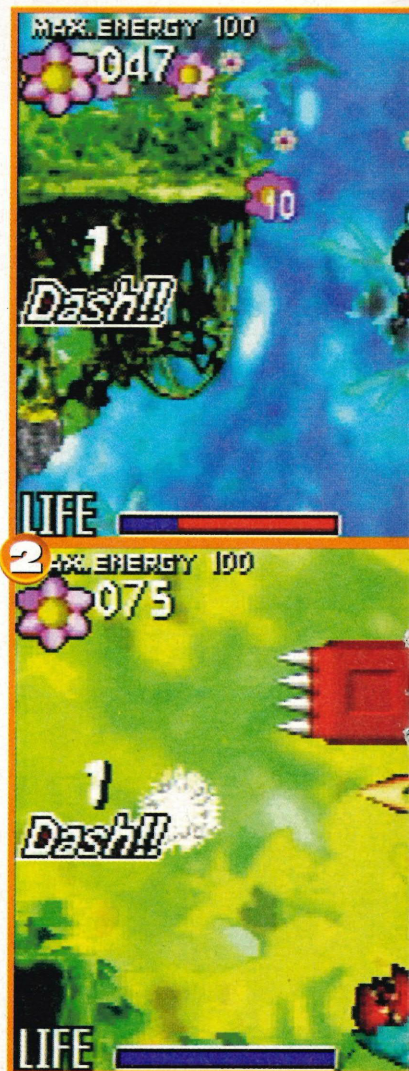
The best way to describe *Pinobee* is 'unique'. It has many elements of a traditional platform game, but they have been executed in a new and original style. Go on... give it a whirl!

SCREEN 1 Lord almighty! It's a cross between Road Runner and Tweety Pie...

SCREEN 2 Nasty spiky platforms and jaw-gnashing plants. It's a bee's life!



"There seems to be a lot that's original and clever about this title"





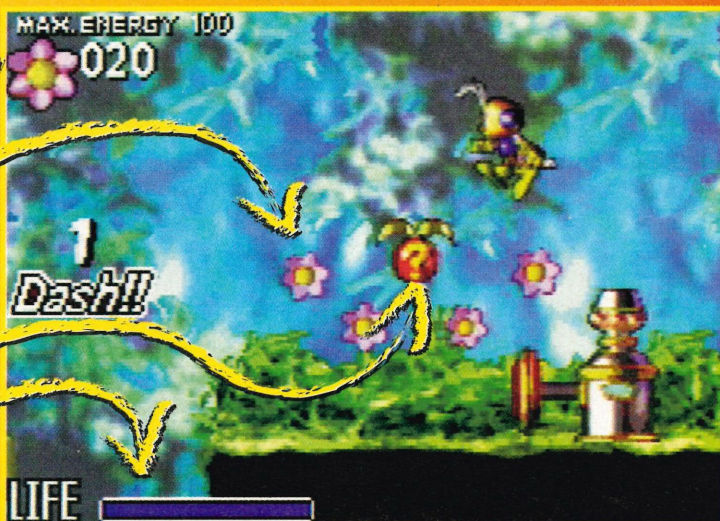
What Does It All Mean?

Power-Ups
Here you can see the running total of power-ups.

Flowers
Sonic has his rings, Mario his coins and Pinobee collects flowers!

Tasty Fruit
Floating fruit give Pinobee his special powers.

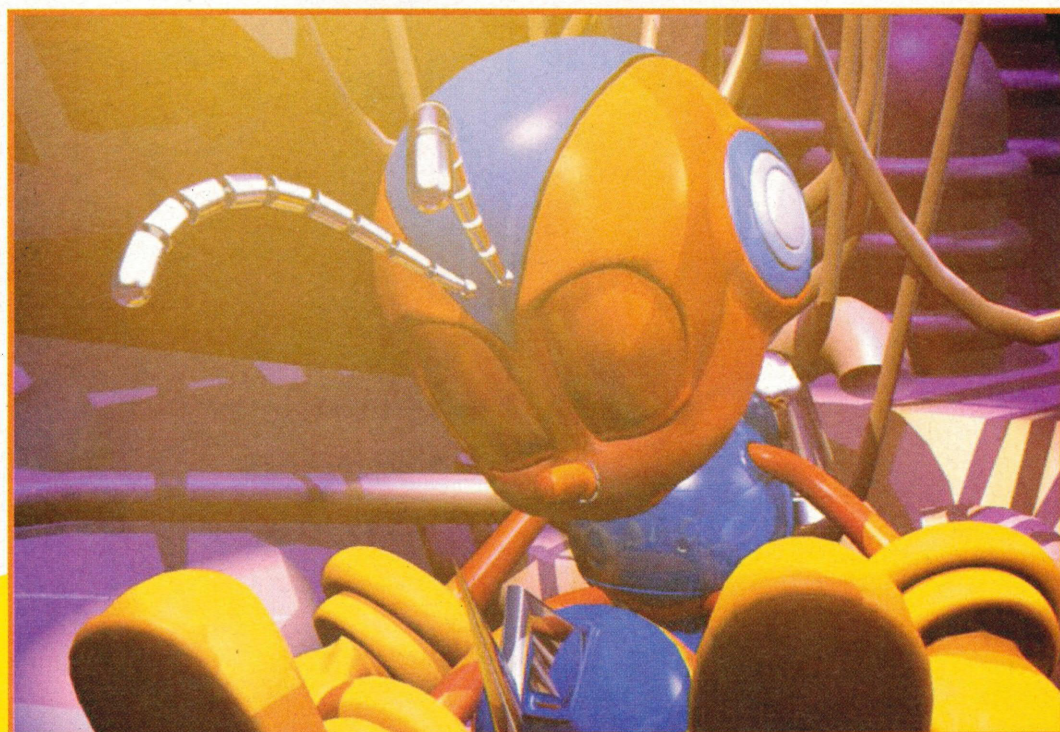
Energy Bar
Energy is all-important – you really have to keep this bar high.



Final Rating

81%

Buzz buzz buzz... this is a cool game that rivals Rayman in the graphics department!

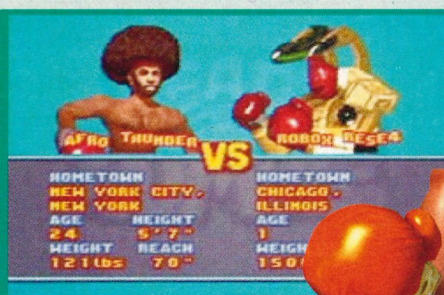
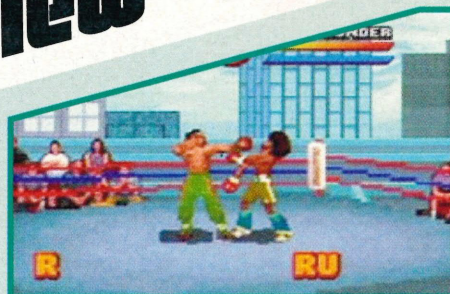


ADVANCE
INFORMATION

Publisher	Midway
Developer	In-house
Price	£39.99
Release	22 June
Genre	Sports
Players	X
Web	www.midway.com

Extras

- x Link-up
- x Battery save
- ✓ Passwords
- x Infra-red
- x Printer
- x Rumble Pak



Ready 2 Rumble Boxing

ROUND 2

They've managed to squeeze an entire PS2 game onto the Game Boy Advance!

In general, videogame boxing aficionados have divided opinions on the previous *Ready 2 Rumble* games on other formats. Some consider them fantastic fun, others find them too arcadey.

Ready 2 Rumble Boxing Round 2 on the Game Boy Advance is essentially (according to Midway at least) the PlayStation2 version of the game, crammed onto an itty-bitty cart. While this seems like quite a claim, it's an indisputable fact that – graphically at least – the game does bear striking similarities to the PS2 incarnation.

You have a choice of several different boxers, almost as many as on the PS2, with only two of the bonus fighters missing (Bill and Hilary Clinton, in case you were wondering) and all the training modes are here too.

The object of the game is to pick a boxer and train them up until they're the top of their field. You do this through various types of exercise, feeding

them the right vitamins and supplements, and – of course – by fighting.

Ready 2 Rumble Boxing Round 2 is a great attempt at a boxing game and it does have a lot to it, however, the number of different move combinations may be a bit much for the casual gamer. Plus, we found that the need to hammer the A, B, L and R buttons repeatedly did get quite painful after a while. Doubtless fans of the *Ready 2 Rumble* series will love it though, and there's not a PJ or a Duncan in sight! □



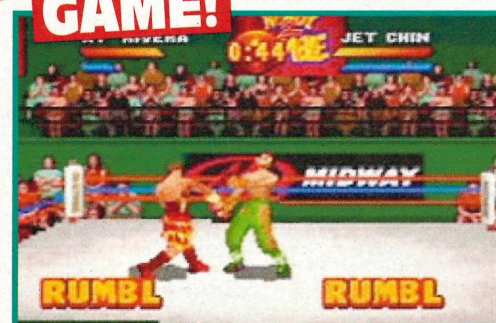
SCREEN 1
Britney and Roseanne Barr battle it out!



LAUNCH GAME!

I Could've Been A Contender!

The fighters in this game are a collection of the most wacky characters you're ever likely to see in a videogame – and several of them are apparently based on real people! Which is odd...



Final Rating

82%

Fun, arcade boxing that requires a bit of dexterity to play well.

"A great attempt at a boxing game"



1000s more logos & ring tones to choose from on the web at www.cheaptones.com. Don't pay top whack - call cheaptones! Instant delivery by SMS.

CHEAPTONES.COM

★ NOKIA
★ SAGEM
★ MOTOROLA
ALL NETWORKS

Give your NOKIA, SAGEM or MOTOROLA mobile a top new ring tone!

JUST MAKE A NOTE OF THE
RING TONE OR LOGO CODE
THAT YOU WANT AND THEN
CALL THE ORDER LINE ON -

0906 698 1149

Calls to the Order Line are charged at 60p per min. Average call 2-3 mins.

CHART RINGTONES

Abba - Dancing Queen: CODE 1078
Axel F - Beverly Hills Cop: CODE 1432
Backstreet Boys - The Call: CODE 3653
Baha Men - Who Let The Dogs Out: CODE 3542
Bee Gees - Staying Alive: CODE 1109
Berlin - Take My Breath Away: CODE 1110
Blink 182 - All The Small Things: CODE 1117
Bombfunk - Freestyler: CODE 3637
Bombfunk - Up Rockin Beats: CODE 3657
Bon Jovi - It's My Life: CODE 1123
Britney Spears - Baby One More Time: CODE 1129
Britney Spears - Oops I Did It Again: CODE 1133
Coolio - Gangsta's Paradise: CODE 1148
Craig David - Rendezvous: CODE 3659
Craig David - Walking: CODE 3638
Darude - Feel The Beat (Version 2): CODE 3660
Deborah Morgan - Dance With Me: CODE 3562
Depeche Mode - Just Can't Get Enough: CODE 1165
Destiny's Child - Independent Women: CODE 3569
Destiny's Child - Say My Name: CODE 1168
Dexy's Midnight Runners - Come On Eileen: CODE 1170
DMX - Ruff Ryder's Anthem: CODE 1176
Dr. Dre - Forget About Dre: CODE 1179
Dr. Dre & Eminem - What's The Difference: CODE 3663
Eiffel 65 - Blue: CODE 1186
Eminem - Guilty Conscience: CODE 1190
Eminem - Marshall Mathers: CODE 3664
Eminem - Real Slim Shady: CODE 1191
Eminem - Stan: CODE 1192
Eminem - Still Don't Give A F***: CODE 1193
Eminem - The Way I Am: CODE 1194
Janet Jackson - Every Time: CODE 1234
Jennifer Lopez - My Love Don't Cost: CODE 3570
Led Zeppelin - Stairway To Heaven: CODE 1428
Limp Bizkit - My Generation: CODE 3671
Limp Bizkit - Rollin: CODE 3670
Limp Bizkit - Mission Impossible 2: CODE 1261
Lou Bega - Mambo No. 5: CODE 1263
Madonna - Music: CODE 1270
Mya - Case Of The Ex: CODE 3560
N'Sync - It's Gonna Be Me: CODE 1302
Papa Roach - Last Resort: CODE 1306
Pink - You Make Me Sick: CODE 3571
Queen - Bohemian Rhapsody: CODE 1315
Queen - We Are The Champions: CODE 1314
R Kelly - I Believe I Can Fly: CODE 1316
Red Hot Chili Peppers - Scar Tissue: CODE 1321
Ricki Martin - La Vida Loca: CODE 1328
Robbie Williams - Rock DJ: CODE 3566

LOGOS - NOKIA ONLY

3472 	3443 	3463
3466 	3479 	3395
3507 	3461 	3496
3440 	3442 	3449
3509 	3494 	2506
3473 	3649 	3469
3502 	2528 	3387
3508 	3471 	3524
3454 	2867 	3512
3519 	2622 	2113
2548 	3456 	3497
3640 	3520 	3522
2128 	2112 	3457

...MORE CHART RINGTONES

S Club 7 - Reach: CODE 1332
Shaggy - It Wasn't Me: CODE 3676
Sonique - Put A Spell: CODE 3639
Spiller - Groovejet: CODE 3544
Tom Jones - Sex Bomb: CODE 1393
Toploader - Dancin' In The Moonlight: CODE 3677
U2 - Stuck In A Moment: CODE 3678
Vanessa Amorosi - Absolutely Everybody: CODE 3679
Westlife - Swear It Again: CODE 1413

TV RINGTONES

Addams Family: CODE 1434
Animaniacs Theme: CODE 1024
Armageddon Theme: CODE 1025
A-Team: CODE 3652
Austin Powers Theme: CODE 1026
Benny Hill Theme: CODE 1027
Bob The Builder: CODE 3636
Buffy The Vampire Slayer: CODE 1028
Charlie's Angels Theme: CODE 1030
Colonel Bogey: CODE 1433
Coronation Street: CODE 3534
Dawson's Creek Theme: CODE 1033
Dirty Dancing Theme: CODE 1034
Eastenders: CODE 3632
Emmerdale: CODE 3537
ER: CODE 3536
Fraggle Rock Theme: CODE 3666
Hawaii Five O: CODE 3533
James Bond: CODE 1430
James Bond - Dr No: CODE 1435
Magic Roundabout: CODE 3553
Match Of The Day: CODE 1444
Mission Impossible: CODE 1421
Mission Impossible 2: CODE 1422
Monty Python's Flying Circus: CODE 3548
Muppets: CODE 1443
Pink Panther: CODE 1436
Pretty Woman Theme: CODE 1049
Red Dwarf: CODE 3539
Rocky Theme: CODE 1050
Roobarb: CODE 1440
Royle Family: CODE 3669
Rugrats: CODE 3530
Shaft: CODE 3527
South Park Main Theme: CODE 1052
Star Wars: CODE 1425
Star Wars Cantina: CODE 1424
Star Wars End: CODE 1423
SuperMan: CODE 1429
Tequila: CODE 1138
The Simpsons: CODE 1439
The Sweeney: CODE 1437
Thunderbirds: CODE 3529
Titanic: CODE 1420
Top Gun: CODE 1066
Millionaire: CODE 3552
WWF: CODE 1062
X-Files: CODE 3551
X-Men Theme: CODE 1064

www.CheapTones.com, Box 94, M6 8DF. Calls charged at 60p/min. from a land line - maybe more from your mobile. Help Line - 0870 800 6991. AVAILABLE ON ALL NETWORKS.
Operator logos compatible with: Nokia - nk402, nk702, 3210, 3310, 5110, 5130, 5146, 5190, 6110, 6130, 6150, 6190, 6210, 6250, 7110, 8210, 8290, 8810, 8850, 8890 and the 9110i.
Ring tones compatible with: Nokia: nk503, nk702, 3210, 3310, 61xx, 62xx, 7110, 8210, 8110i, 88xx, 9xxx. Sagem: MC930, MC/MW932, MC936, MC/MW939, MC940, MC942, MC946, MC949, MC950, MC952, MC956, MC959(R). Motorola: V50, V100, V8088, Timeport 250, Timeport 260 (GPRS), V2288 (2001 models only). Fax-back on 0870 800 6989.

WIND UP A FRIEND, CALL 09067 555 153. Calls charged at 75p per min. www.WindUpCalls.com, PO Box 94, M6 8DF.



LAUNCH GAME!

Mind-bending fun with everyone's favourite limbless Frenchman takes another step. You'll want this...

Rayman Advance

ADVANCE INFORMATION



Publisher	Ubi Soft
Developer	In-house
Price	£34.99
Release	22 June
Genre	Platform
Players	X
Web	www.ubisoft.co.uk

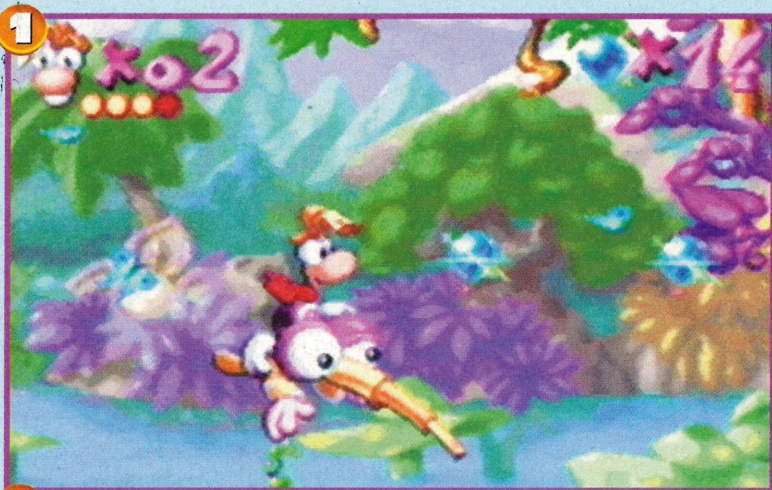
Extras

X Link-up	✓ Battery save
X Passwords	X Infra-red
X Printer	X Rumble Pak



It's a long time now since Rayman made his debut on the Game Boy Color and reviewers raved about the miniaturised adventures of the floppy-eared freak! It's a bit strange to look back and see the reviews claiming 'PlayStation-style graphics' – now we've really got 32-bit graphics, and it's a sight for sore eyes. And every other kind of eyes, if it comes to that.





SCREEN 1 Rayman catches a lift atop this guy – is his nose a telescope or is it just us?

SCREEN 2 It's a barrel of laughs here you know... Smile and say cheese for the photographer!



Free The Toons!

Despite the lack of extra features on the cart, the one thing that will keep you returning to this game again and again is the search for poor Toons, locked up in different areas throughout each land. On your journeys you'll see twinkling sparks in the sky, each of which triggers a part of the landscape, making a cage appear, or, perhaps, a villain! Finding all of the cages, or at least being able to reach them to release the Toons, is a huge challenge, even on the very first level. There's also almost no way of finding the last cage. Only the designers know exactly where it is, and they're not prepared to let on just yet...



"These psychedelic adventures are a real eye-candy feast"



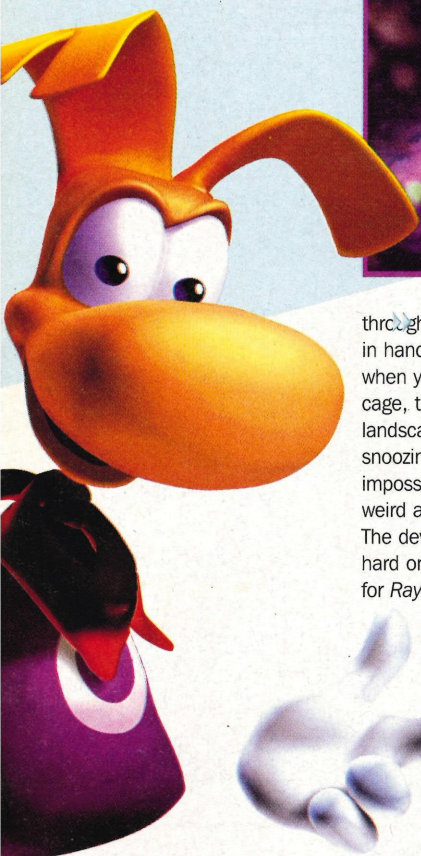
Rayman Adventure

Running through the unchanging backstory to Rayman's adventures is a silly but unavoidable chore, so here goes. Mr Dark has destroyed the harmony of the world by stealing the Great Protoon, the energy source, defeating its protector, Betilla the Fairy. The Electroons, which used to gravitate peacefully around this nucleus, have been captured and imprisoned, and there's no-one else out

there prepared to battle through 62 levels of topsy-turvy platform action apart from trusty old Rayman himself. So he's back, with his spinning ears, his shooting glove and a total lack of bodily support. And he's never looked so good in miniature.

These psychedelic adventures are a real eye-candy feast. Okay, so fans may be a little disappointed that this isn't a NEW adventure, but the graphical detail





throughout makes this a new watershed in handheld game design. For instance, when you let the little Toons out of their cage, they cheer and wander around the landscape for ages, kissing each other, snoozing in corners and dancing. It's impossible not to grin as you watch the weird antics of all the little characters. The developer has also worked incredibly hard on the sound, although the music for Rayman was never a real bonus.

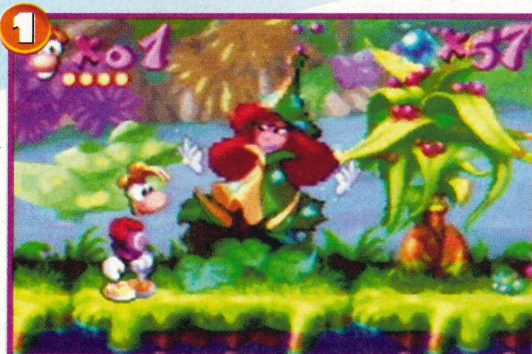
Double Dutch

Sadly, there are always bad points. Whoever thought it would be a good idea to have an entire level following Rayman (via spotlight) through a pitch black cavern when it's

difficult to see the full GBA screen at the best of times deserves a kick. In fact, *Rayman Advance* is unbelievably hard throughout, and no amount of save stations will stop you ripping off all your skin in anguish at times. Oh well, you're bound to know someone who completed the original game, and there are hidden cheats to help you too. Take a look once again at the shots – it's all worth it.



"It's impossible not to grin as you watch the weird antics of the Rayman characters"

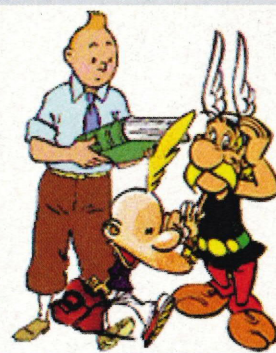


SCREEN 1 This rather sweet little thing bears an uncanny resemblance to Victoria Plum!



SCREEN 2 Who needs huge blockbusters when you've got Rayman facing off with Mr Dark?

Le Bon Homme De Français!



Did you know (no you didn't, and that's why we're telling you) that in France, *Rayman* not only has a huge line in merchandise, including his very own cartoon series, but is also one of the most instantly recognisable comic characters in the country, right up there with Mickey Mouse and Mario? But then, the French are mental about comic books, and characters that may seem obscure to us are heroes over the channel! We all know Game Boy regulars Asterix and Tintin (who'll be returning to the tiny screen very soon in *Tintin In Tibet!*) but you may not have heard of naughty schoolboy Tootuff, who'll be appearing in his very own Game Boy Color adventure very soon!

Final Rating

94%

The original Rayman adventure, but in miniature. The best visual feast the GBA has yet delivered!

GAMES 4 U

Call Us First - UK's Lowest Prices
For PSone And PS2 Games

GAME BOY COLOR

£47.99

£274.99

£64.99

Pre-Order Gameboy Advance Now
Cheapest
Prices In
The UK!

1000s
Of Games

Call us for
a free
catalogue

**07931
451990**

GAMESXONE

Tel: 08000 830258 Fax: 0161 980 2184
Lines open from Mon-Fri 10am-5pm Sat 11am-5pm Sun 11am-2pm
Email: enquires@gamesxone.co.uk

DREAMCAST	PS2	PS	IMPORTS
CRASH TAXI 2	CRASH TAXI	CRASH TAXI 2	JAP GBA
SONIC 2	SONIC 2	SONIC 2	FINAL FIGHT ONE
OUT TRIGGER	OUT TRIGGER	OUT TRIGGER	STREET FIGHTER ZERO
DAYTONA 2001	DAYTONA 2001	DAYTONA 2001	MARIO KART
SKIES OF ARCADIA	SKIES OF ARCADIA	SKIES OF ARCADIA	SONIC ADVANCE
CONFIDENTIAL MISSION	CONFIDENTIAL MISSION	CONFIDENTIAL MISSION	DC
18 WHEELER	18 WHEELER	18 WHEELER	SAMBA (US)
PROJECT JUSTICE	PROJECT JUSTICE	PROJECT JUSTICE	VIRTUA ON 2 (US)
PHANTASY STAR ONLINE	PHANTASY STAR ONLINE	PHANTASY STAR ONLINE	PS
QUAKE 3	QUAKE 3	QUAKE 3	DBZ LEGENDS
GRANDIA 2	GRANDIA 2	GRANDIA 2	DBZ UNLIMITED 2
UNREAL TOURNAMENT	UNREAL TOURNAMENT	UNREAL TOURNAMENT	DBZ FINAL ROUT
CHARGE B BLAST	CHARGE B BLAST	CHARGE B BLAST	PS2
SOUL CALIBUR	SOUL CALIBUR	SOUL CALIBUR	EXTERMINATION
SINK VS CAPCOM	SINK VS CAPCOM	SINK VS CAPCOM	GT
JET SET RADIO	JET SET RADIO	JET SET RADIO	HUGE IMPORT SECTION OPEN NOW OPEN
SHENMUE	SHENMUE	SHENMUE	
MSR	MSR	MSR	
DEAD OR ALIVE	DEAD OR ALIVE	DEAD OR ALIVE	
MARVEL VS CAPCOM 2	MARVEL VS CAPCOM 2	MARVEL VS CAPCOM 2	
RECORD OF LOOSS	RECORD OF LOOSS	RECORD OF LOOSS	
SPACE CHANNEL 5	SPACE CHANNEL 5	SPACE CHANNEL 5	
FERRARI F355	FERRARI F355	FERRARI F355	
VGA BOX	VGA BOX	VGA BOX	
3 IN 1 ADAPTOR	3 IN 1 ADAPTOR	3 IN 1 ADAPTOR	

Join in the fun. GamesXone now has a message board and a chat room, you can even review a game you like or read our news section!!
GAME BOY ADVANCE
www.gamesxone.com

**Gameskone Ltd P.O.Box 274
Altrincham WA15 8GU**
Free Postage & Packaging
Most Credit Cards Accepted
Cheques & PO Accepted

To Advertise In

TOTAL GAMES GUIDE TO...
**GAME BOY
ADVANCE**

Call: Nick Welch
On: 01202 209 308

Dr: Marcus Reeves
On: 01202 209 366

GAMETRON
E.X.C.H.A.N.G.E

£19.99

GAME BOY ADVANCE



When You Trade In A Colour
Gameboy With 4 Recent Games.
(Gametron have the right to refuse any GBC consoles &
games which do not conform to Gametron standards).



www.gametron-exchange.co.uk

Mail-Order Hotline: **01223 462825**

43 Burleigh Street, Cambridge, CB1 1DJ

THE FUNNIEST WAY TO WIND UP A FRIEND!

CALL ONE OF THE
NUMBERS BELOW,
PUT IT THROUGH
TO A MATE...



...THEN
WAIT
FOR THE
REACTION

MR. FURY
08067 365480

THE DETECTIVE
08067 365481

MR. STAMMER
08067 365482

IRATE DELIVERY DRIVER
08067 365483

MY DAUGHTER'S PREGNANT
08067 365484

Calls charged at £1/min at all times. Jokeslines, P.O. Box 43, Warminster, BA12 7PP
PLEASE SEEK PERMISSION FROM THE PERSON PAYING THE BILL BEFORE CALLING

NOKIA - Ringtones & Graphics **MOTOROLA & SAGEM** - Ringtones Only
RINGTONES & GRAPHICS



TOP RINGTONES

1. STAN Ref: 105859
2. NEXT EPISODE Ref: 138444
3. SAY MY NAME Ref: 102937
4. YOU MAKE ME SICK Ref: 118263
5. I WANNA BE YOU Ref: 143149

ICONS

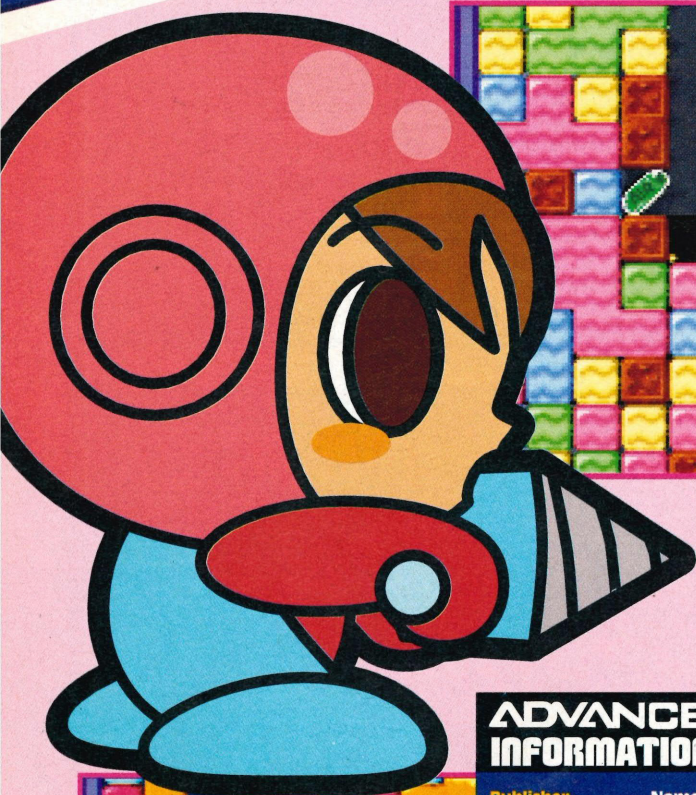
- REF: 103663
- REF: 120575
- REF: 130399
- REF: 100848
- REF: 111566
- REF: 104645

only
60p
per min

There's 1000s
more to
choose from!

09065 899 977
www.iconaphone.com

Calls cost 60p/min from landline. Mobile operators may charge more. Ask bill payer's permission before calling. Av. call 2 mins. Maximum cost £300. the call will be automatically terminated. Iconaphone Box1896 WC1N 3XX. Before ordering check phone compatibility with our service or with your manufacturer. Customer service No 0870 121 9565.



MR DRILLER

Eat your heart out Bob the Builder – there's a **new workman** in town!

Mr Driller – darling of the Sega Dreamcast and recent star of his own Game Boy Color title – has made his debut appearance on the new Game Boy Advance... and this time he means business! So what new adventures does this latest game send our hero's way you ask? Well he has to drill through layer upon layer of

blocks. And that's about it. There's no jumping. There's no climbing. There's definitely no shooting. There's just drilling, drilling and more drilling. This is a basically a very, very simple game.

At the beginning of each stage you start off at ground level (which – in this case – is the top of the stage) and then using your trusty drill you have to dig

ADVANCE INFORMATION

Publisher Namco
Developer In-house
Release Summer

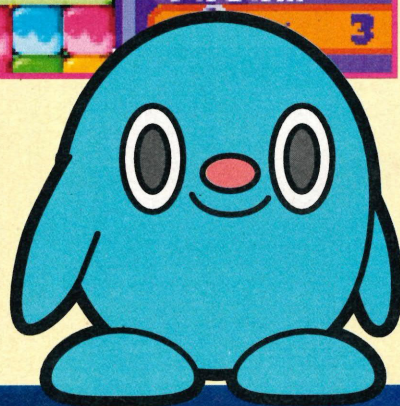
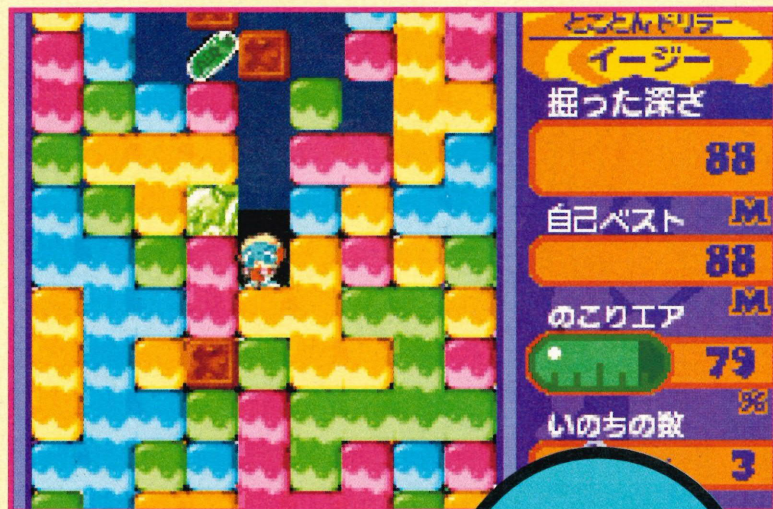
自己ベスト M
78
めくりエア M
83
いのちの数 %
× 3

SCREEN 1 Some said that Mr Driller took the whole 'Dig For Victory' idea a little too far.

SCREEN 2 When he went to see a long movie, our hero always ensured he had enough sweets.

SCREEN 3 To make digging more challenging, Mr Driller balanced a saucer on his head.

とことんドリラー
イージー
掘った深さ
26
自己ベスト M
26
めくりエア M
90
いのちの数 %
× 5





COMING SOON!

iller 2

your way down as far as possible into the ground. This ground is made up of Tetris-style blocks which must be removed one at a time. However, the gameplay isn't as easy as it sounds because if you remove a block that was supporting another one then the upper block falls down on top of you and Mr Driller becomes an instant pancake. The idea is to be very careful which blocks you remove, but if you do cause a block to fall then you have to drill like hell to get out of the way. Of course, in doing this you might well start another fall of blocks... and so it continues. In addition to this, being under the ground, air is limited and so your oxygen supply runs out after a certain amount of time which means you have to keep collecting air-tanks in order to stay alive.

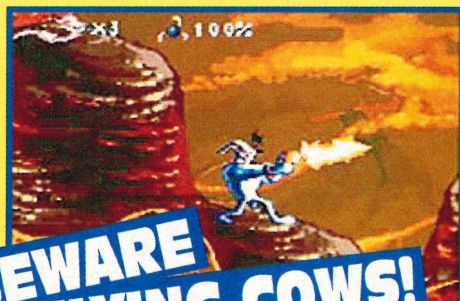


While Mr Driller 2 does look like a game for kids – and will doubtless attract them with its simple gameplay and cute, colourful graphics – however it isn't easy. In fact it's a regular wolf in sheep's clothing... it's one of the toughest games we have ever played! If you're looking for a challenge for your new console – you won't go far wrong with this! Look out for it in the shops soon. ■



"The idea is to be very careful which blocks you remove"





**BEWARE
FLYING COWS!**



Earthworm Jim

The worm in a spacesuit with some **serious attitude** is ready to **launch cows** on the Game Boy Advance!

ADVANCE INFORMATION

Publisher	Majesco
Developer	In-house
Release	Summer

Remember *Earthworm Jim*? The classic SNES game that spawned a cartoon, and was just a wicked laugh? Well it's back, and this time it's looking great on the GBA.

Jim is a worm granted extraordinary powers thanks to a super white cyber suit. This enables him to take on all manner of evil do-ers. Which is lucky, because an evil race of aliens named the Zurbs, led by the even more evil Queen Pulsating, Bloated, Festering, Sweaty, Pus-filled, Malformed, Slug for a butt! (or Lucy to her friends), is on the warpath.

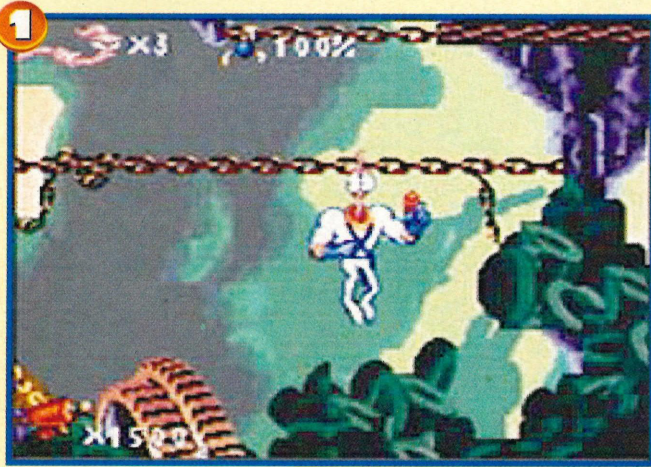
Earthworm Jim promises to be an exact remake of the SNES original, right down to Jim's snappy little 'whipping-his-own-worm' body move. It also promises to include the extra level found in the MegaDrive game – so it'll have the best of both worlds!

Jim can run, shoot and of course whip, tons of crazy enemies including the legendary Psy-cow! Even though the game is a good ten years old now, it was an absolute classic in its time, and also one of the few with such cool characters!

The SNES game was utterly ace – one of the best platformers made for the system – and this GBA version looks like it's gonna be just as good!



SCREEN 1 Don't waste too much time hanging around or the junkyard dog will rip your spacesuit to shreds!



"Earthworm Jim promises to be an exact remake of the SNES original"

ADVANCE
INFORMATION

Publisher Majesco
Developer Shin'en
Release Summer



Iridion 3D

SCREEN 1 Whilst certain missions take place in space, others see you flying closely across the planet. Take a look the brilliant lava effects on this stage.

The **aliens** have landed!

What is with aliens? You turn your back on them for five minutes and before you know it, the cheeky little tinkers have gone and invaded the planet. Anyway, that's exactly what's happened in the forthcoming Game Boy Advance shoot-'em-up *Iridion 3D*.

You play a lone space pilot who (having returned from an epic intergalactic adventure) finds that the earth has been invaded by a bunch of nefarious extra terrestrials. In time honoured tradition it comes down to you to save the day and rescue the planet.

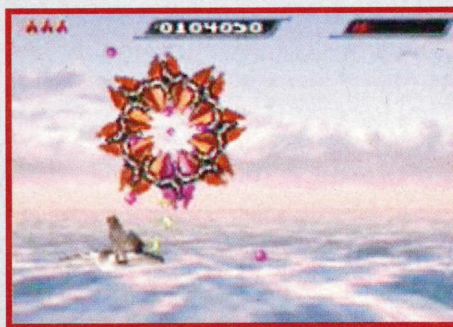


The game looks quite similar to Nintendo's very own *Star Wing* and *Lylat Wars* titles, and sees you blasting your way through seven gargantuan levels, each of which is guarded by a massive end-of-level boss.

Fortunately, to help you on your mission, your ship is equipped with five different weapon systems including state-of-the-art lasers and missiles. Graphically, the game looks like it's



going to be a blinder, with silky smooth 3D visuals and some huge explosions spicing up the frantic action. From what's been shown of the game so far, this could be one of the best looking titles on the GBA. Of course, hopefully the gameplay will do justice to the breathtaking visuals.



"Your ship is equipped with five different weapon systems"

Advance Manoeuvres...

Iridion was originally set to make its debut on the Game Boy Color, where it was going to be a side scrolling 2D blaster. However, once developer Shin'en got a look at the Game Boy Advance, it decided to switch its attention to Nintendo's new handheld wonder instead. We're a bit upset that the Game Boy Color version will never see the light of day, but that said, we're more than happy with the way this 3D version is shaping up. Just check out these screenshots of the game – we think you'll agree that it's looking pretty tasty.



ADVANCE INFORMATION

Publisher Activision
Developer Vicarious Visions
Release Summer

Tony Hawk's Pro Skater

EXTRA
SPO



"You must pull off as many stunts, tricks and dangerous moves as possible"



SCREEN 1 "Despite the incredible steepness of this ramp, my stupidly baggy trousers should prevent injury."

SCREEN 2 This shot was taken just before Tony Hawk disappointed his fans by falling off, shattering both his legs.

2

There hasn't really been a version of Tony Hawk's Pro Skater that has been unsuccessful, so why should that trend stop for the Game Boy Advance? The answer is that it probably won't. From what we've seen so far of this wonderful little skateboarding title, the game is looking very nice indeed!

This game places you in the role of professional skater Tony Hawk (hence the title) and you must pull off as many stunts, tricks and dangerous moves as possible to unlock new areas and become the best darn skater in the world.

Many of the levels from the Dreamcast and PlayStation versions of this game have been transferred directly over to the GBA. However, because the GBA is not a 3D machine (as stated so many times before) the action is now viewed from fixed angles. You can still skate in New York, The Hangar, France, A School Yard, and Skate Street but there are now also some new secret areas designed specifically for the new Game Boy for you to unlock. Another important point to

mention is that the multitude of moves you get to pull off in the other versions of this title can be achieved in this game, which is a relief as the temptation to simplify things for the handheld must have been a great one. Other familiar features are also all here, including the hidden tapes and letters to search for, plus lots of cash to collect!

Aside from the fact that the game looks fantastic, it also plays very well and doesn't suffer in the least from its move to the Game Boy Advance. 



ADVANCE
INFORMATION

Publisher 3DO
Developer In-house
Release 22 June



**SHOOT-'EM-UP
FRENZY!**



Army Men Advance

One, two, three, four the Army Men are **back for more!**

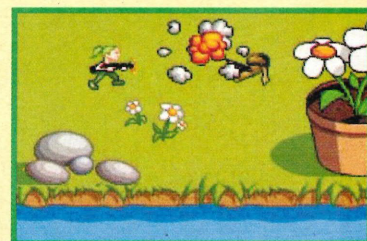
A wise man once said, two things are certain in life: death and taxes. That's as may be, but he obviously never encountered *Army Men*, which seems to appear every two weeks.

So it's no surprise to find *Army Men Advance* is being made for the Game Boy Advance, and that the makers intend the game to be out straight away, when the Game Boy Advance launches.

Still, we love the smell of burning plastic in the morning, and *Army Men Advance* promises to put the entire Green and Tan army in the palm of your lucky hand!

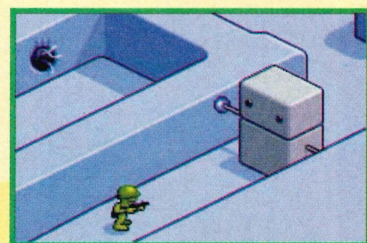
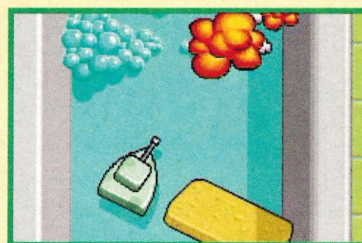
Surprisingly, the new handheld version takes a more cartoon-style than the usually realistic approach (well, as real as you can get plastic toys to look). Gameplay promises to remain more faithful to the series though, as you take charge of Sarge and wade through countless Tans, taking on soldiers, machine gun nests, tanks and helicopters too! All to stop the evil General Plastro's latest diabolical plan for world domination. Quite important then.

It's not all footwork though. You get to take control of vehicles yourself and throughout the game you'll be able to

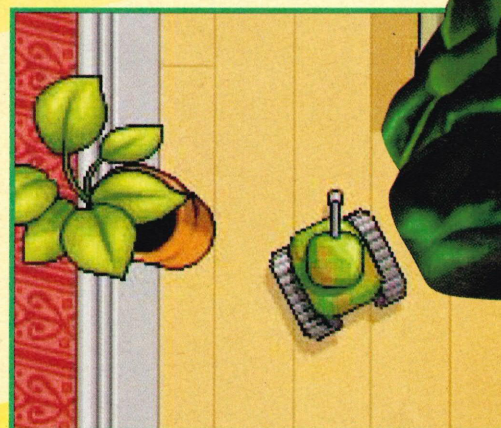
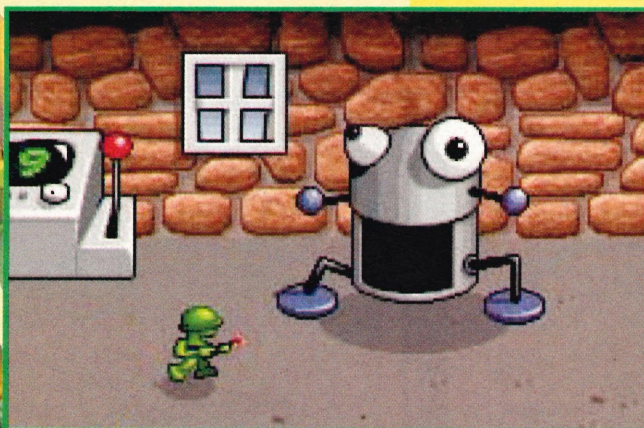


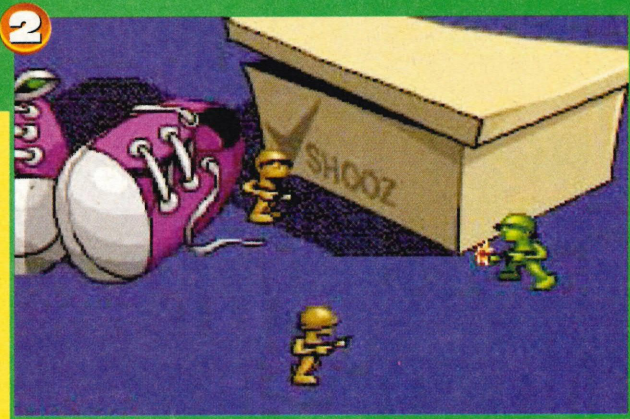
drive tanks, gunboats and a variety of other machines too.

Fans of the series will be pleased to know that the game takes place in the real human world, so you'll be running around household items, instead of that imaginary *Army Men* world! □



"Take on soldiers, machine gun nests, tanks and even helicopters"





SCREEN 1 The battle of the sinks. It's long and arduous, but worth it in the end...

SCREEN 2 Check out the little chaps fighting around the 'shoo' box. You just can't knock it!

SCREEN 3 Unfortunately that rather unconvincing looking snake was the end of Sarge...



Pitfall

Preview

CLASSIC
ARCADE
ACTION

Pitfall

The Mayan Adventure

Don that Fedora hat, cos it's time to go adventurin'...

Alongside Pac-Man, Pitfall Harry must rank as one of the oldest characters in the crazy world of videogaming. Having made his first appearance almost 20 years ago on the long-forgotten Atari 2600 VCS (ask your Grandad), the intrepid explorer is now set to jump and swing his way onto the mighty new Game Boy Advance.

The gameplay will stay true to that of the original game, but as you might expect, a whole host of new and exciting additions will be introduced for this new title. Basically, you control the Indiana Jones look-a-like as he makes his way across ten torturous levels, including dense jungles, ancient temples and of course a perilous mineshaft (what self respecting platformer would be seen without a mine cart level, eh?).



Unfortunately, this is no Sunday school outing, and during his adventure Harry will have to fend off snakes, crocodiles, scorpions and a whole host of other lethal enemies. Luckily our hero is more than capable of looking after himself. Not only can he swing on vines and leap from branches, but he's also armed with a handy sling, which he can use to pelt projectiles at the bad guys. With its smart visuals and classic gameplay *Pitfall: The Mayan Adventure* could well be one to watch.

"You control the Indiana Jones look-a-like as he makes his way across ten torturous levels"

ADVANCE INFORMATION

Publisher	Majesco
Developer	In-house
Release	Summer

The Good Old Days

Pitfall Harry made his debut in 1984 on the then hugely popular Atari 2600 VCS (one of the first major home console systems). Whilst the game's graphics look positively archaic by today's standards, the actual gameplay has stood the test of time surprisingly well, and since his first adventure Harry has gone on to appear on a whole host of other machines. This Game Boy Advance version should still be the best version of the lot though! Keep those fingers crossed people...



WRITTEN BY SIMON CANN

FROM PLAYSTATION!

Broken Sword

Shadow Of The Templars

ADVANCE INFORMATION

Publisher TBA
Developer Revolution
Release Christmas

A great PlayStation game turns into an **even better** Game Boy Advance release!

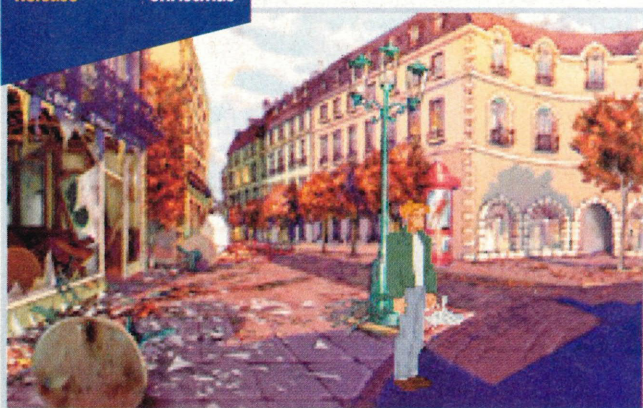
We all know that the Game Boy Advance is a technically nifty piece of kit. Its powerful processor, wide screen and great graphics are taking portable gaming to new heights.

It's not all just flashy versions of old games. One of the greatest things to

look forward to is the arrival of totally new types of handheld games.

Broken Sword is a point-and-click graphic adventure; you have a character on the screen and move a pointer around to search around for items, talk to people and solve

"Broken Sword looks set to be one of the most interesting games to come out this year"



A DREAMCAST CONVERSION!

ADVANCE INFORMATION

Publisher Sega
Developer Sonic Team
Release 22 June

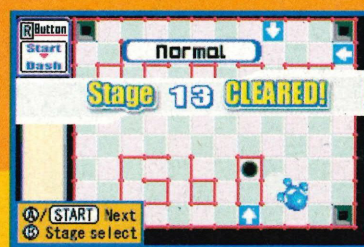
Chu Chu Rocket!

The game that launched **online gaming** on the Dreamcast now launches on the **Game Boy Advance**!

The Dreamcast's loss is every other console's gain and the Game Boy Advance is no exception. And what better game to port to the handheld wonder than the simple but addictive puzzler, *Chu Chu Rocket*!?

The premise, as it should be, is a simple one: guide simpleton mice home

using carefully placed arrow markers whilst avoiding the pesky cats. It's exceptionally simplistic fun and in multiplayer, especially in the link-up mode, it's nothing short of delightful. In fact, even in the single-player mode, unbelievably, it eclipses the Dreamcast version. This is thanks in part to the fact

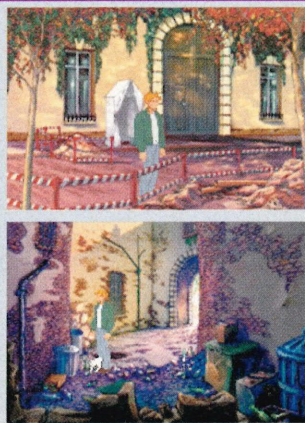




1



SCREEN 1 Down dark alleyways, rummaging through the rubbish. You get all the glamorous jobs in this game you know!



SCREEN 2 Naughty Simon completely trashed the hotel room, and then stood wondering what on earth he'd done...

puzzles. The game shot to fame on the PC and PlayStation thanks to its flashy graphics and interesting story line. The Game Boy Advance version plans to be a total reproduction of the original (although the controls will be tweaked) and will see George Stobbard and Nico investigating a centuries old conspiracy that threatens the world.

For all intents and purposes, the GBA game is identical to the PlayStation original with the story, plot and puzzles intact. Graphically, the game is virtually indistinguishable, even the brilliant theme music is reproduced note for note. *Broken Sword* looks set to be one of the most interesting games to come out this year.

2



ket!

"This has to be one of the most complete games so far"

that, in spite of the diminutive size of console and cart, somehow Sega has crammed even more gaming goodness for GBA owners to relish.

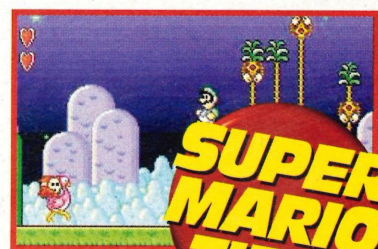
The single-player mode alone has 2,500 puzzles shoe-horned, TARDIS-like onto the cart, and there's both a level editor and even an animation editor – where you get to create your own creatures to replace the now familiar mice and rats that Sega provided. Even the multiplayer mode has been tweaked to offer a co-operative mode!

This has to be one of the most complete games so far developed for the GBA and if it's any indication of the quality of software that Sega will be developing for the GBA then *Chu Chu Rocket!* and indeed any other game from Sega will be very welcome to join the GBA party.



Tips & Cheats

You've got yourself some great Advance titles, but you're a bit stuck eh? Worry not dear reader...



Super Mario Advance

1. Choosing A Character

While Mario is an all-rounder, Luigi, Toad and Peach each has a particular skill – Luigi can jump higher than the others, Toad is especially quick at lifting items above his head and Peach can hover for a short time by holding down the A button after jumping. Of all the characters, Peach is the most useful – by combining the super jump, the speedy B button and her hover skill, you can reach even the toughest of those secret places!

2. The 'Other' Place

Use the Potion Bottles you'll find on each level to open a doorway to the dark world – hidden on each level in this world are two Mushrooms that will boost your health. They're not always in the most obvious places though, so look around and try to second-guess where they might be hidden.

3. Gamble, Gamble!

In the dark world, all buried plants and items become coins that can then be gambled at the end of each level to win extra lives. You need to grab as many of these as you can, but be warned – you can only enter the dark world to get coins twice on each stage before they turn back into the useless plants they were before!

4. Take The Hard Road

Don't always try to work your way through each level by the most obvious means; many of the stages have obscure shortcuts that can be taken if you can pull off certain tasks such as dropping bombs in the right places, making massive leaps over to hidden platforms or even swimming in quicksand!

5. Yoshi's Challenge

Find all 100 of the Advance Coins in the game (there are five on each level) and you'll unlock Yoshi's Challenge – he's lost his eggs and needs you to get them back! If you can find them all, you truly are a Mario master!





F-Zero

RACING HINTS & TIPS

1. The Car's The Star

Before you race, you'll need to pick yourself a car – with four on offer to begin with, it's important to choose one that'll reflect your racing style.

Hot Violet

An average car, but with a slight emphasis on speed over handling. Great for people who need to get the hang of the physics of the game itself.



Fireball

The ying to the Hot Violet's yang, the Fireball is also rather average but has a slight edge on the handling side. You'll notice the difference on the courses with tight turns...



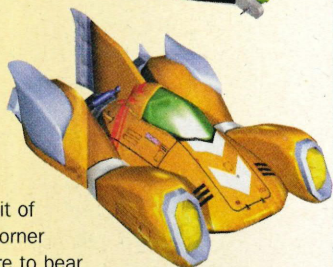
JB Crystal

With the emphasis on great handling, the JB Crystal glides round corners with the greatest of ease. However, you'll also be watching your opponents glide right past you on the higher difficulties so use this one to perfect your knowledge of the courses before upgrading.



Crazy Horse

The all-out power machine, the Crazy Horse is an absolute beast of a car. Although slightly slow on the acceleration, there's practically no stopping it once the car gets going. Unfortunately, that might become a bit of a problem when you need to turn a corner because the handling is awful. Be sure to bear that in mind on the later courses...



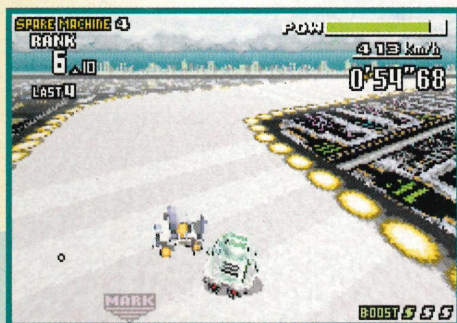
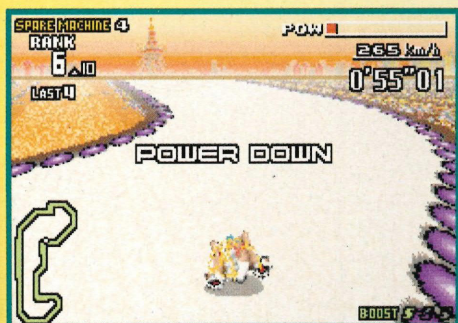
2. Going Turbo

Try to work out the best time to hit the Turbo Boost – you get one for each lap you complete, although using them in corner-heavy areas is not recommended. Refrain from slamming into opponents during boosts as well, as you'll only end up damaging your car and giving them a solid push in the *right* direction!

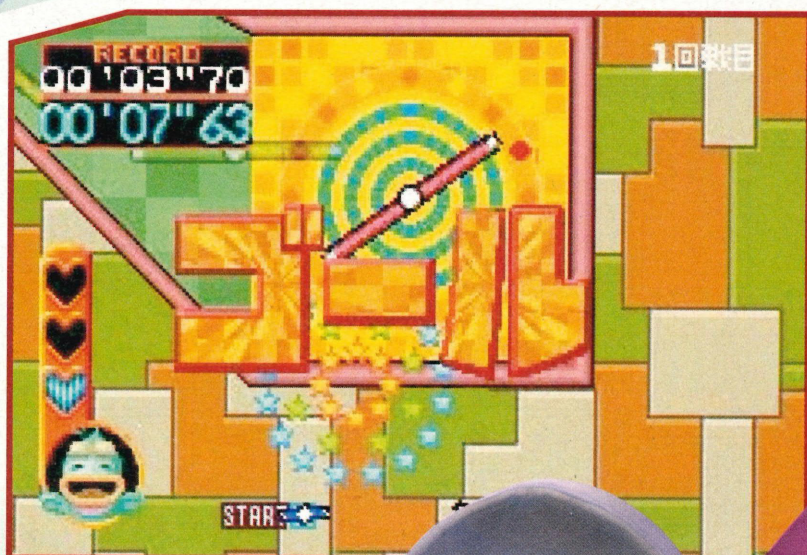
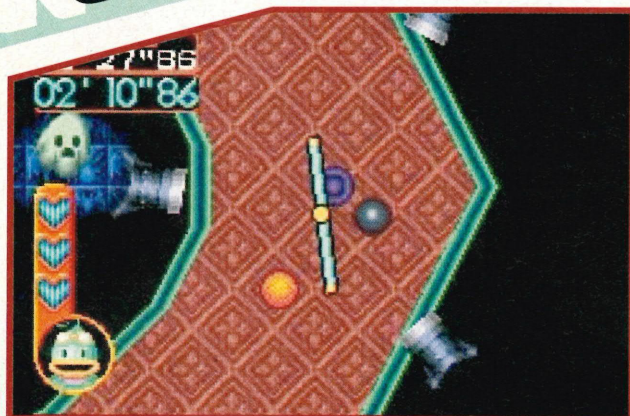


3. Stay In Control

After a serious crash, your car will start veering all over the road... and trying to correct it will only make it worse! Just release the accelerator to bring your car back under control before slamming your foot down again.



Tips & Cheats



Kuru Kuru Kururin

1. Get To Know The Game

This is one insane little game! The general idea is to get your spinning stick around the courses without touching the sides. There are tons of obstacles to hinder your progress, ranging from Spiky Balls, to Cannons, to Pistons. Each time one of these hits you, or even if you hit the walls, you'll lose one Energy Heart. You're given three Energy Hearts with which to complete the level.

KOOL KURU HINTS

2. Learn The Objects

Certain obstacles, such as Springs, can actually help you in the level. By hitting a Spring, your stick will start spinning in the opposite direction – this can be a good thing, as certain corners can only be taken when spinning in the right direction.

3. Starting Up

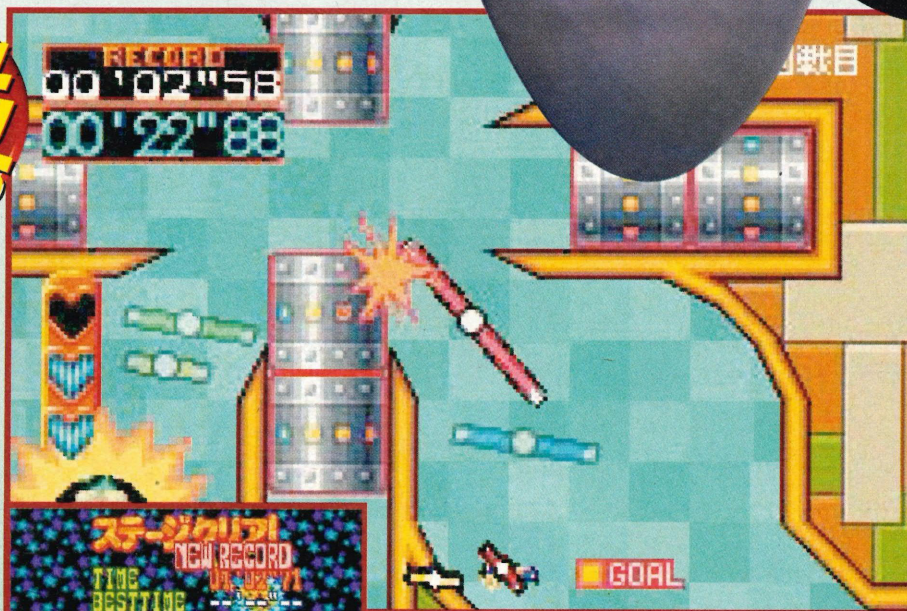
It's very important that you start off the level at the right time. The clock won't start ticking until you leave the starting square, so you can sit there and wait for your stick to be in exactly the right position before you set off.

4. Grab Some Health

Health Squares appear on most of the levels. In some instances it may be a good idea to take a hit, in order to save on time. You can always replenish your health at one of the Health Squares. If you're trying for a 'Perfect' though, you shouldn't do this.

5. Colourful Sticks

Always choose the colour of your stick before you set off. Do this by pressing Select while you're on the starting square. This option is here so that you can clearly see the stick against the background.



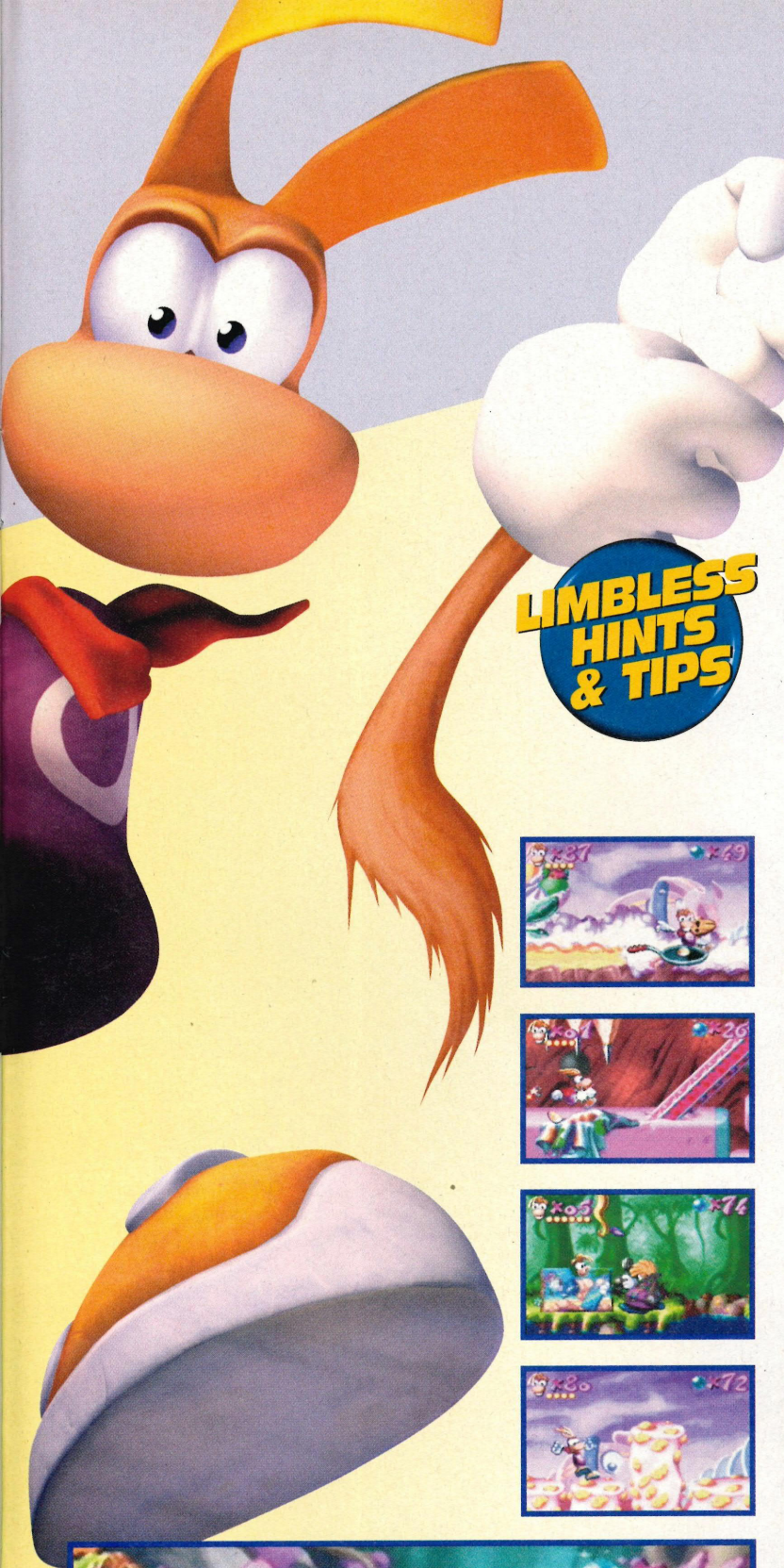
Secrets

Extra Levels

Achieve a 'Perfect' on all 35 of the Standard mode Levels to open up a further three levels.

Extra Challenges

Achieve a 'Perfect' on all 50 of the Challenges. If you think that you're really something special when it comes to Kuru Kuru Kururin, the extra challenges that are opened up will soon bring you down to size!



Rayman Advance

1. Self Cheating

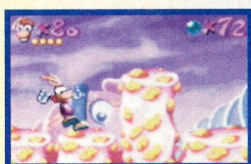
Rayman Advance is pretty much a straight port of the top-notch PSone game Rayman. Unfortunately, none of the cheats from the original version work on this version, so you'll have to find all the new ones for yourself!

2. Death Defying

Most of the levels in Rayman Advance incorporate instant-death areas. For example, dropping into some water or landing on a spike will drain Rayman of all his energy. Taking a leap of faith will almost certainly see fate guiding you into one of these death traps, so instead of just jumping, always press down to see what is below you. If you do miss a platform, look for a line of Lums, and follow them to safety.

3. Find The Exit

In some levels, the exit (represented by an exclamation mark) can be found almost straight away. While you can move on to the next level, there are bound to be tons of hidden bonus games and secrets just waiting to be found, so make sure you search every last corner of the level before you move on.



Pick Up A Power-Up!

As well as Lums, there are various other goodies to collect...

Rayman Statue

Statues of Rayman will give you one extra life, and are extremely rare indeed.

Wizard Statues

Statues of your little wizard buddy will let you have another Continue. Which is nice!

Power Balls

They're represented by a red ball (similar in shape to a Lum), and embossed with the letter 'P'. These will fill up Rayman's Health bar as well as increasing its maximum capacity by one.

Golden Gloves

Picking up a Golden Glove will give Rayman a stronger punch for a limited amount of time.

Wizard

He isn't just hanging around for fun, but is there to offer you the chance to gain extra goodies. He'll whisk you away to a bonus stage where you will be required to find a certain number of Lums within the time limit.

Tips & Cheats



**GREEPY
CASTLE
TIPS!**

Castlevania: Circle of The Moon

1. Pick A Card, Any Card

Every time you manage to find one of the magical DSS cards, use it with the others in your collection to try and work out what it might do. Combining the two types of cards available allows you to use your Magic Power to perform all manner of spells ranging from special whip attacks, protective shields or even magic of almighty destruction!

2. The Height Of Fashion

Any time you find a new item of clothing or armour, check it against what you're currently wearing to see if it'll increase your stats. You should always boost your Strength and Defence before boss fights, but try to keep your Luck and Intelligence up as well – they help increase your chances of finding better and better items.

3. Remember, Remember

If you ever reach a point where you just can't continue (like a very high platform or an object blocking your way), make a note of where it is before retracing your steps to find another route. At some point, you'll find a new magical item that'll let you get past the obstacle so you'll need to remember to come back!

4. Whip It, Baby!

Don't underestimate your whip's abilities. Getting into a position where the enemy can't hurt you but you can hurt them is usually quite easy – whether you're simply crouching or using the incredibly handy flailing skill (holding down the B button while standing still or ducking), it's better to whittle away and kill them eventually than risk dying a horrible death!

5. The Only Way To Travel

Need to get somewhere quickly? Then don't forget about the Teleport Rooms – well, it saves a whole lot of walking doesn't it? Mind you, you'll miss out on all those experience points...

6. Live To Fight Another Day

If all else fails... run! The only enemies that absolutely have to be killed are bosses – everyone else is avoidable until you can find a Save Room to recover your energy in.





Konami Krazy Racing

HOW TO
START
KARTING!

1. Coin Collecting Carnage!

Coins litter the track, and sometimes it can be awkward to get to them, but believe us, it's worth it. Every time your character gets hit by a power-up, you'll lose a small amount of coins. In the long run, these coins enable you to travel faster and withstand attacks.

2. Powerful Powers

As in *Mario Kart*, there are a plethora of power-ups to collect, each one affecting your progress in a different way. We've listed them below for you:

Boost Pads

Represented by a pink circle on the track, driving over these will give you a short burst of speed.

Blue Bells

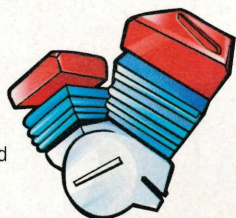
Collecting a Blue Bell will make the Nitro icon appear in your power-up window. Activate it for a prolonged burst of speed. Only use this when you're sure that you are in full control!

Red Bells

Collecting a Red Bell will cause a roulette of icons to flash up in your power-up window. Here they all are:

Nitro

Represented by a rocket-pack this gives you a prolonged burst of speed.



Mole Hole

Represented by a mole this one creates a hole in the track behind you.

Invisible Eye

Represented by a blinking eye it makes you invisible to the other racers. They can't hit you if they can't see you!

Standard Missiles

Represented by three blue missiles, three standard missiles will be fired in the direction in which you are facing.

Homing Missile

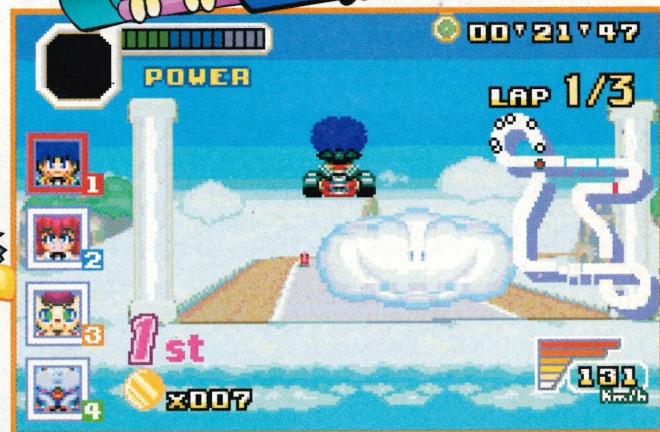
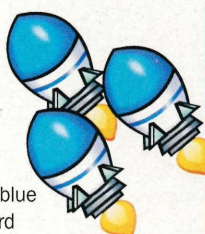
Represented by one red-tipped missile, you get to fire one missile that will home in on the nearest opponent.

Iceball

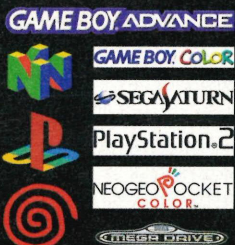
Represented by a shard of ice, it throws an iceball off in the direction in which you are facing.

Warrior

Represented by a small warrior, this makes you invincible for a short period of time.



Another World



We stock all Gameboy Advance titles from the UK, Japan & USA

Gameboy Advance

F-zero, Jap
Mario Advance, Jap
Advanced GTA, Jap
Castlevania, Jap
Mario Kart, Jap
Doreamon, Jap
Final Fight One, Jap
Choro Q Advance, Jap
Super Street Fighter II Revival Edition, Jap
Toy Robot Force, Jap
Golden Sun, Jap
Fire Pro Wrestling A, USA
High Heat Major League Baseball 2002, USA
Iridion 3D, USA
Pitfall The Mayan Adventure, USA
Rayman, USA
Ready 2 Rumble Round 2, USA
Tony Hawk's Pro Skater, USA

Mail Order Address

48-52 Stafford St
Hanley
Stoke-On-Trent
ST1 1JB

Gameboy Color / N64

Koro Koro Kirby Tilt, GB Color Jap
Pokemon Crystal, GB Color Jap
Legend Of Zelda Mystical Acorn, GB Color Jap
Sin & Punishment, N64 Jap
Ultimate War, N64 Jap
Super Black Bass 64, N64 Jap
Derby Stallion 64, N64 Jap
N64 Conker's Bad Fur Day, N64 USA
Pokemon Stadium Gold & Silver, N64 USA
Mario Party 3, N64 USA
Eternal Darkness, N64 USA
Dinosaur Planet, N64 USA

PlayStation 1 / Playstation 2

Crazy Taxi, PS 2 USA
Gran Turismo 3 A-SPEC, PS 2 USA
Twisted Metal Black, PS 2 USA
Escape From Monkey Island, PS 2 USA
Dance Dance Rev. Extra Mix, PS 1 Jap
Eve Fatal Attraction, PS 1 Jap
Castlevania Chronicles, PS 1 Jap
Over 50 Japanese Saturn Titles In Stock

Telephone Number: 01782 279294

Mobile Mail-Order Line: 07798 897770



Also available is the
Pokemon Center
Gameboy Advance



and the Pink
Gameboy Advance

New
Mail Order
Hotline: **01782 271750**
Or Visit: www.anotherworld.co.uk

Visit Our Stores At: 23 Silver St, Leicester, LE1 5EU (0116 2515266) - 11 Market St, Nottingham, NG1 6HZ (0115 9484122)
- 42-43 Main Centre, Derby, DE1 2PE (01332 206606) - 23 Victoria St, Wolverhampton, WV1 3NP (01902 717440)

PHUNKYPHONES.NET



PHUNK UP YOUR MOBILE PHONE

Over 250,000 Members

Phunky Trader

Use the PHUNKY TRADER to buy and sell anything from Mobile Phones to PlayStation 2 games and accessories. It is completely FREE to use so what's stopping you?

Ringtones and Logos

Our Ringtones and Logos are currently less than 90 pence each! We have hundreds to choose from and you can see and hear all our products before ordering. Only 4 Phunks each.

SMS Love NEW

Use your Mobile Phone to help you find the Girl or Boy of your dreams!!! See hundreds of messages which have been placed on Cupid's board and either email them or send them a text message from your Mobile Phone or our website. Dating for the 21st century! Only 4 Phunks to place a message.

Phunky SMS

With our text messenger, you can send text messages to multiple phones. Choose what date and time you want the message sent and even select the name or number you want displayed as the sender of the message!!! Built exclusively for Phunkyphones.net.
1 Phunk per message.

CREDIT CARD FREE ZONE
SPEND PHUNKS NOT £s

Email: phunkitup@phunkyphones.net
<http://www.Phunkyphones.net>

GOT ONE OF THESE?

THEN GET THIS...



**OUT
NOW**

ONLY £2.99!

IT'S A
GIANT SLICE
OF GAME
BOY PIE!

total Game Boy



GAMESTATION

where it's never game over

OPENING HOURS

MONDAY - WEDNESDAY 9.00am - 8.00pm
THURSDAY - FRIDAY 9.00am - 6.30pm
SATURDAY 9.00am - 5.00pm

Nintendo

GAME BOY ADVANCE

PRE-ORDER NOW!

STOCK WILL BE LIMITED

0870 876 1444

COMING SOON

22nd JUNE

GAMES

MARIO ADVANCED

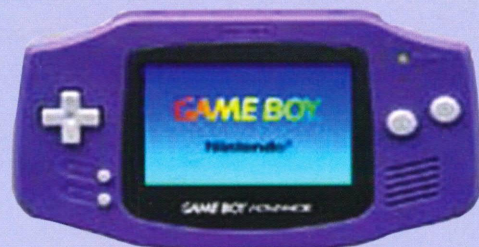
F-ZERO

KURI KURI

CASTLEVANIA

GT CHAMPIONSHIP

Pre-order
a game and
console
SAVE £10



CONSOLE QUALITY GAMEPLAY IN THE PALM OF YOUR HAND!
Are you ready for the ultimate portable experience? If you thought GameBoy Color made a radical leap in hand-held entertainment, just wait until you feel the power of Gameboy Advance's 32-bit colour graphics and intense new horizontal design.

key features:

2.9" TFT reflective colour wide screen
32-Bit CPU

4-player game play

Resolution increased by 66% and battery life by 50%

Two new control buttons for more complex and varied forms of gameplay
You can play all your old Gameboy Color games on it

Nintendo

HIGH QUALITY WIDE COLOR SCREEN

GAME BOY ADVANCE



Postage is FREE for orders over the value of £30. Goods should arrive within 3-5 working days. If you need your order quickly we offer a next day delivery service for just £4.95, please note next day delivery can only be offered on orders placed before 4pm

NAME
ADDRESS

POSTCODE

TEL

EMAIL

HAVE YOU ORDERED BEFORE? YES/NO
If yes, please state your customer no:

CASH

CHEQUE

CARD

Card no /
Expiry date /
Issue no /



REFERENCE NO: PW001

GAMESTATION

PO BOX 47
YORK
YO30 4YF

Please send paper orders to:

TO SAVE DISAPPOINTMENT ALWAYS CALL FOR STOCK AVAILABILITY AND PRICES

GAME TITLE	FORMAT	PRICE
If order value under £30, postage & packaging £1 per order		P&P £1.00
PLEASE MAKE CHEQUES PAYABLE TO GAMESTATION		TOTAL

☐ Please tick this box if you do not wish to receive any further mailings

CALL FOR GREAT SAVINGS ON..0870 876 1444

Take a Fantastic Journey with the new Game Boy Advance™ Platform!



PINOBEE™
WINGS OF ADVENTURE

FOR GAME BOY ADVANCE™



JOURNEY THROUGH 9 AMAZING
3-D WORLDS—OVERCOME
OBSTACLES, MEET
CHARACTERS AND
COLLECT SPECIAL ITEMS.



MULTIPLE STORYLINES AND
ENDINGS MEAN YOU'LL WANT TO
PLAY AGAIN AND AGAIN. PLUS,
USE THE GAME BOY ADVANCE™
GAME LINK™ CABLE TO COLLECT
AND TRADE ITEMS WITH FRIENDS
FOR COOL POWER-UPS!



AWESOME BEE ABILITIES—WALK,
CLIMB, FLY AND TAKE
ON ENEMIES AS YOU GUIDE
PINOBEE ON HIS QUEST.



GAME BOY ADVANCE

ARTOON

HUDSON

ACTIVISION

© 2001 Artoon; © 2001 Hudson Soft. Published and distributed by Activision, Inc. and its affiliates under license. Artoon and Pinobee are trademarks of Artoon Co. Ltd. Hudson Soft is a trademark of Hudson Soft Co. Ltd. Activision is a registered trademark of Activision, Inc. and its affiliates. Game Boy Advance and the Game Boy Advance logo are trademarks of Nintendo. © 2001 Nintendo. All rights reserved. All other trademarks and trade names are properties of their respective owners.

activision.com